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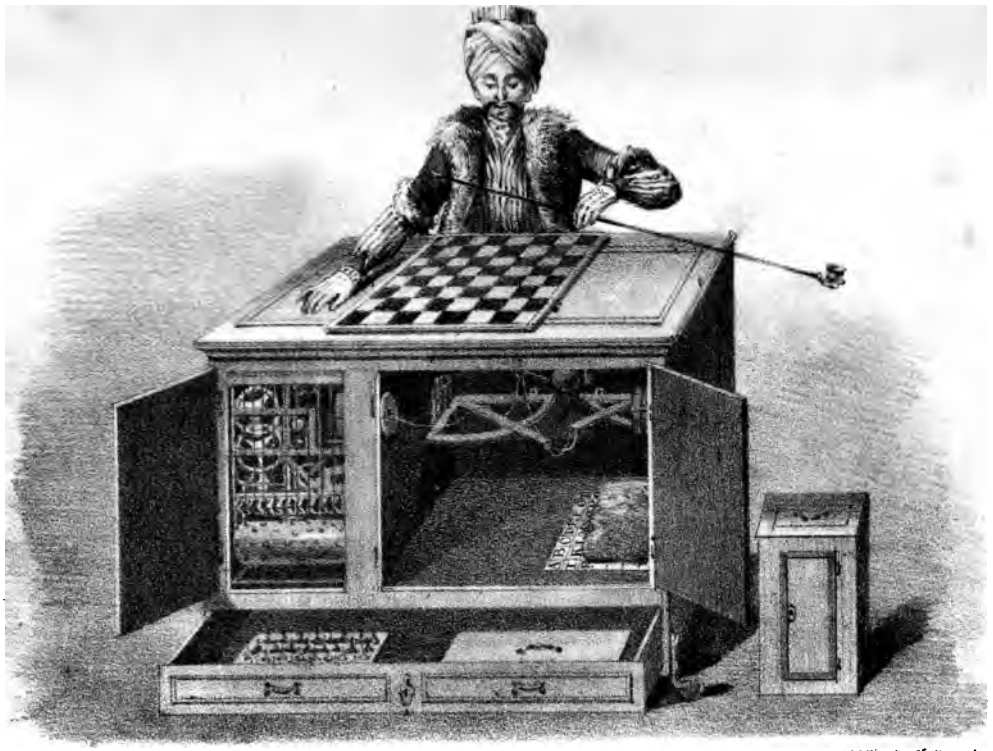

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THE AUTOMATON CHESS PLAYER.

THE

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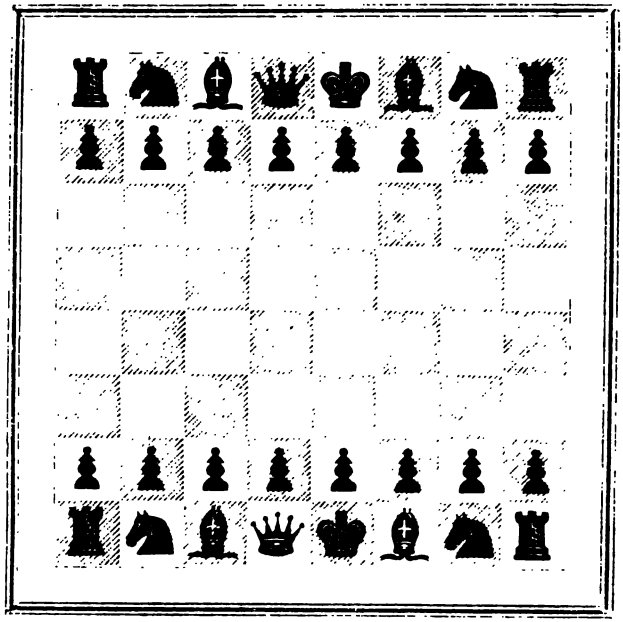
VOL. I.



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THE

AUTOMATON CHESS PLAYER.

The art of constructing figures to imitate, by means of mechanism, the actions of living beings, appears to have been carried to great perfection by the ancients. In Herodotus we find allusions to what are considered to have been Automata amongst the Egyptians;* and have positive testimony that, from the celebrated statue of Memnon, and even from its pedestal, after this wonder of Ancient Egypt was overthrown, beautiful sounds were emitted at the rising and the setting of the sun.† Amongst the Greeks and Romans, artificial puppets, called *Neurospasti*,‡ which could run round a table, moving their heads, eyes and hands, were common. Aristotle, in the 6th Book, *De Mundo*, and Book i. c. 3, *De Anima*, speaks of some which imitated living motions with singular fidelity and elegance,§ and attributes their movements to the agency of concealed quicksilver. Plato mentions that Dædalus made statues which could walk, and which it was necessary to tie, that they might not move. And Archimedes has the fame of having constructed Automata of surpassing excellence.‖—One of the most

* Euterpe, vol. i. p. 213, b. 16, Gaisford's edition, 8vo, Oxon. 1824.

† Strabo, lib. xvii.

‡ "Tu, mihi qui imperitas, aliis servis miser, atque
Duceris ut nervis alienis mobile lignum."—*Hor.* B. 2, Sat. 7, v. 81. On which Torrentius remarks:—"Recte Muretus et Lambinus non ad turbinem scutica impulsam hoc referunt: sed ad ea opera, quo occultis fidiculis intensa, per se movere videntur, qui νευρόσπαστα et αὐτόματα et αὐτοκίνητα vocant Græci.

§ Apuleius, *de Mundo*, has a paraphrased translation of the passage referred to in the 6th book of Aristotle's *De Mundo*:—"Etiam illi qui in ligneolis hominum figuris gestus movent quando filium membri, quod agitare solent, traderunt, torquebitur cervix, mutabit caput, oculi vibrabunt, manus ad ministerium præsto erunt, nec invenuste totus videbitur vivere."

‖ His famous sphere, although ranked by Bishop Wilkins amongst the αυτοματα στατα, is scarcely included in the modern acceptation of the word *automaton*, which is restricted to the mechanical imitation of the attributes and actions of living animals. It appears to have been an orrery, exemplifying the motions of the heavenly bodies:—

"Jupiter in parvo cum cerneret æthera vitro,
Risit, et ad superos talia dicta dedit,
Huccine mortalis progressa potentia curæ?
Jam meus in fragili luditur orbe labor," &c.—*Claud.*

celebrated inventions of this description among the ancients was the flying pigeon of Archytas,* originally mentioned in Favorinus. It was made of wood; and the principal circumstance of its history, according to Favorinus, is, that, like other birds of too much wing, when it alighted on the ground, it was unable to raise itself up again. Aulus Gellius attempts to account for its flight, observing that it was "suspended by balancing, and moved by a secretly inclosed *aura*, or spirit."† Many other authorities might be cited to show that Automata have been favourite objects of mechanical ingenuity from a remote period.‡ We must content ourselves,

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As was that of Posidonius:—"Quod si in Scythiam aut Brittaniam sphærum aliquis tulerit hanc, quam nuper familiaris noster efficit Posidonius, cujus singulæ conversiones idem efficiunt in sole et in luna et in quinque stellis errantibus quod efficitur in luna cœlo singulis diebus et noctibus; quis in illa barbarie dubitet quia ea sphera sit perfecta ratione."—*Cic. de Nat. Deo.* lib. 2, c. 34, v. 35.

* Archytas was a distinguished Pythagorean philosopher at Tarentum, and is said to have flourished about B. C. 400. To our classical readers his name will recal the exquisite Ode of Horace, commencing—

"Te maris et terræ; numeroque carentes arenæ," &c.

† Sed id, quod Archytam Pythagoricum commentum esse atque fecisse traditur, neque minus admirabile neque tamen varium æque videre debet. Nam et plerique nobilium Græcorum et Favorinus philosophus, memoriarum veterum exsequentissimus, afirmatissime scripserunt, simulacrum columbæ e ligno ab Archyta ratione quadam disciplinaque mechanica factum volasse. Ita erat scilicet libramentis suspensum et aura spiritus inclusa atque occulta concitum. Libet hercle super re tam abhorenti a fide ipsius Favorini verba ponere:—'Αρχύτας Ταραντῖνος, φιλοσοφος ἅμα καὶ μηχανικος ὢν ἐποιήσε περιστεραν ξυλινην πετομενην· ἥτις ἐιποτε καθίσειεν, οὐκέτι ἀνίστατο μέχρι· γαρ τούτου.

‡ Ctesibius, the Alexandrian, invented machines which were called *Automata*, though they do not exactly come within the meaning we attach to the term. "Ctesibius," we are told by Vitruvius, "was born at Alexandria; his father was a barber. Greatly excelling others in industry and talent, he was said to delight in works of art. Endeavouring to suspend a speculum in his father's shop so that it could be drawn up and down by a secret line and weight, he thus arranged it:—He fixed a wooden channel under the beam, and placed there a pulley; through the channel passed a cord to the angle (of the room) where he made tubes, down which he let a leaden ball with a string. It happened that the weight descending into the narrow tubes, and compressing the enclosed air, violently forced it through the several apertures into the open air, and thereby produced distinct sounds; when therefore Ctesibius observed that sounds were produced from the compression and concussion of the air, he first made use of that principle in contriving hydraulic organs, also water-forcers, machines called *automata*, among many other kinds of pleasant things; and from this likewise he devised the construction of water-dials."—*Vit.* B. 9, cap. 9, com. edit.; cap. 8, edit. Marini.

however, by one more extract, illustrative of the earlier history of these inventions, and then proceed briefly to trace their progress down to the time of the immediate subject which has led to these desultory observations. The following passage is from the *Satiricon* of Petronius Arbiter:—"Potantibus ergo et accuratissimus nobis lauticias mirantibus, larvum argentiam attulit servus sic aptam, ut articuli ejus vertebræque locatæ in omnem partem flecterentur. Hanc super mensam semel iterumque abjecissit et catenatio mobilis aliquot figuras exprimerit." *

With the brazen, speaking, head constructed by Friar Bacon, which seems to have assisted in proclaiming him a magician, and the famous Androides of Albertus Magnus, which could speak and walk, our readers are familiar.

Amongst the curiosities of his day, Walchius mentions an iron spider of great ingenuity. Not exceeding in size the ordinary inhabitants of our dwellings, it could creep or climb with any of them, wanting none of their powers, except—upon which nothing is said—the formation of a web. Many writers of credit, particularly Kircher, Porta, and Bishop Wilkins, relate that the celebrated Regiomontanus (John Müller), of Nuremberg, ventured a loftier flight of art. He is said to have constructed a self-moving wooden eagle, which descended toward the Emperor Maximilian as he approached the gates of Nuremberg, saluted him, and hovered over his person as he entered the town. According to the same authorities, this philosopher produced also an iron fly, which would start from his hand at table, and after flying round to each of the guests, return, as if wearied, to the protection of its master.

The Caliph Haroun al Rashid presented to the Emperor Charlemagne an hydraulic clock, which, at the period of its arrival, excited the admiration of all Europe. Twelve small doors divided the dial into the twelve hours, and opened successively as each hour arrived, when a ball fell from an aperture on a brazen bell, and struck the

* P. 80, b. 20, edit. Hele, 12mo, 1610.—"As we were carousing and admiring this magnificence, a servant entered with a silver skeleton, so skilfully formed, that its joints and back-bone turned every way; this, upon being thrown upon the table, cast itself into several figures, upon which Tremalchio cried out,—

'Vain as vanity are we;
Swift life's transient flames decay;
What this is we soon shall be;
Then be merry whilst you may.'"

time, the door remaining open. At the conclusion of every twelve hours, twelve mounted Knights, richly caparisoned, came out simultaneously from the dial, rode round the plate, and closed the doors. Dr. Clarke, in his last volume of Travels,* mentions a similar contrivance in a clock at Lubeck, of the high antiquity of 1405. Over the face is an image of Jesus Christ, on either side of which are folding doors, which fly open every day as the clock strikes twelve. A set of figures, representing the twelve apostles, then march forth on the left hand, and, bowing to our Saviour's image as they pass in succession, enter the door on the right. At the termination of the procession the doors close. This clock is also remarkably complete (for the age) in its astronomical apparatus; representing the place of the sun and moon in the ecliptic, the moon's age, &c.

Similar appendages to clocks and timepieces became too common at the beginning of the last century to require particular notice. We should not, however, omit to mention some of the productions of the Le Droz family, of Neufchâtel. About the middle of the century, the elder Le Droz presented a clock to the King of Spain, with a sheep and dog attached to it. The bleating of the former was admirably correct, as an imitation; the dog was placed in custody of a basket of loose fruit, and if any one attempted to remove the fruit, he would growl, snarl, gnash his teeth, and endeavour to bite until it was restored. In Ozanam's "Mathematical Recreations," there is an account, by the inventor, M. Camus, of an elegant amusement made for Louis XIV. when a boy. It represented a lady proceeding to court, in a small chariot, drawn by two horses, and attended by her coachman, footman and page. When the machine was placed at the end of a table of proper size, the coachman smacked his whip, the horses started off with all the natural motions, and the whole equipage drove on to the farther extremity of the table; it would then turn at right angles in a regular way, and proceed to that part of the table opposite to which the Prince sat, when the carriage stopped, the page alighted to open the door, and the lady came out with a petition, which she presented, with a courtesy, to the bowing young monarch. The return was equally in order. After appearing to await the Prince for a short time, the lady again courtesied, and re-entered her chariot, the page mounted behind, the coachman flourished his whip, and the footman, after running a few steps, resumed his place.

* Part iii. *Scandinavia*, sec. l. 4to, 1819.

It was about this period that M. Vaucanson, a member of the *Académie Royale* of France, attained a deserved celebrity by the exhibition, at Paris, of his marvellous Androides, THE FLUTE PLAYER, and for the liberality and good sense with which he communicated to the Academy an exact account of its construction.

The figure was nearly six feet in height, and usually stood upon a square pedestal, four feet and a half high, and about three and a half broad. The air entered the body by three separate pipes, into which it was conveyed by nine pairs of bellows, which were expanded and contracted at pleasure, by means of an axis formed of metallic substances, and which was turned by the aid of clockwork. There was not even the slightest noise heard during the operations of the bellows; which might otherwise have discovered the process by which the air was conveyed *ad libitum* into the body of the machine. The three tubes, into which the air was sent by means of the bellows, passed again into three small reservoirs, concealed in the body of the Automaton. After having united in this place, and ascended towards the throat, they formed the cavity of the mouth, which terminated in two small lips, adapted to the performance of their respective functions. A small moveable tongue was enclosed within this cavity, which admitted or intercepted the passage of the air into the flute, according to the tune that was executed, or the quantity of wind that was requisite for the performance. A particular species of steel cylinder, which was turned by means of clockwork, afforded the proper movements to the fingers, lips and tongue. This cylinder was divided into fifteen equal parts, which caused the ascension of the other extremities, by the aid of pegs, which pressed upon the ends of fifteen different levers. The fingers of the Automaton were directed in their movements by seven of these levers, which had wires and chains attached to their ascending extremities; these being fixed to the fingers, caused their ascension in due proportion to the declension of the other extremity by the motion of the cylinder; and thus, on the contrary, the ascent or descent, in the fingers that corresponded to the others; by which one of the holes was opened or stopped, agreeably to the direction of the music. The entrance of the wind was managed by three of the other levers, which were so organized as to be capable of opening or shutting by means of the three reservoirs. By a similar mechanical process the lips were under the direction of four levers; one of which opened them in order to give the air a freer passage, the other contracted them, the third drew them back, and the fourth pushed them in a

forward direction. The lips were placed on that part of the flute which receives the air, and, by the different motions which have been already enumerated, regulated the tune in the requisite manner for execution. The direction of the tongue furnished employment for the remaining lever, which it moved, in order that it might be enabled to shut or open the mouth of the flute.

The extremity of the axis of the cylinder was terminated on the right side by an endless screw, consisting of twelve threads, each of which was placed at the distance of a line and a half from the other. A piece of copper was fixed above this screw; and within it was a steel pivot, which was inserted between the threads of the screw, and obliged the cylinder above-mentioned to pursue the threads. Thus, instead of moving in a direct turn, it was perpetually pushed to one side, the successive elevation of the levers displaying all the different movements of a professed musician.* M. Vaucanson constructed another celebrated Androides, which played on the Provençal shepherd's pipe, and beat at the same time on an instrument called the *tambour de basque*. This, also, was a machine of the first order for ingenious and difficult contrivance. The shepherd bore the flageolet in his left hand, and in the right a stick, with which he beat the tabor or tambourine in accompaniment. He was capable of playing about twenty different airs, consisting of minuets, rigadoons, and country dances. The pipe or flageolet which he was made to play, was a wind instrument of great variety, rapidity and power of execution, when the notes are well filled, and properly articulated by the tongue; but it consists only of three holes, and the execution therefore mainly depends upon the manner in which they are covered, and the due variation of the force of the wind that reaches them.

To give the Androides power to sound the highest note, M. Vaucanson found it necessary to load the bellows which supplied the air to this tone with fifty-six pounds' weight, while that of one ounce supplied the lowest tone. Nor was the same note always to be executed by exactly the same force of air; it was necessary to pay the most accurate attention to its place on the scale; and to so many difficult circumstances of combination and expression,

* The anonymous author of a poem published in the year 1519, intituled, "*Zodiachus Vitæ*," describes a mechanical figure that he had seen at Rome, the invention of a potter, which it would appear possessed the same remarkable powers which distinguished the Androides of Vaucanson.

that the inventor declares himself to have been frequently on the point of relinquishing his attempt in its progress. Masterly and admirable as these exhibitions of mechanical ingenuity unquestionably are, they were destined in a short time to give way to the pretensions of by far the boldest and most remarkable production of the kind ever heard of—THE AUTOMATON CHESS PLAYER. The origin of this far-famed figure is somewhat curious. Wolfgang de Kempelin, a gentleman of Hungary, Aulic Councillor to the Royal Chamber of the Domains of the Emperor of Germany, being called to Vienna in the year 1769, by the duties of his station, was present at some experiments in magnetism which one Pelletier, a Frenchman, had been commanded to exhibit before the Empress Maria Theresa. During a conversation with her Majesty, De Kempelin, who had honourably distinguished himself in the paths of science, was induced to hint that he could construct a piece of mechanism, the effects of which would be more striking, and the deception more complete, than any thing his Royal Mistress had hitherto witnessed. His manner of remarking this excited the attention of the Empress, who encouraged him to make the effort; and accordingly, within a few months, he re-appeared at the Court of Vienna, accompanied by THE AUTOMATON CHESS PLAYER. Nothing could exceed the enthusiasm with which his invention was received. The foreign journals vied with each other in exaggerated reports of its prodigious powers, all Europe rang with the praises of this wondrous figure, and the reception *salon* of the inventor was daily crowded by mathematicians, mechanists, and Chess-players.*

* An amusing series of letters, descriptive of the appearance and performances of the Chess Automaton, were published by M. de Windisch, with the startling title of "INANIMATE REASON, *or a Circumstantial Account of that astounding Piece of Mechanism*, M. DE KEMPELIN'S CHESS-PLAYER. By M. Charles Gottlieb de Windisch." But as these letters are now pretty generally known in England, we subjoin some interesting extracts from the letters of M. Dutens, another eye-witness of the mode in which De Kempelin exhibited his Automaton at Vienna, in 1770.

The first letter was to the *Mercure de France*, and dated—

"*A Presbourg, ce 24 Juillet*, 1770.

"M. de Kempell, Conseiller Aulique et Directeur-général des Salines en Hongrie, animé par le récit des productions du célèbre M. de Vaucanson et de quelques autres génies de la France et de l'Angleterre, ne vouloit d'abord que marcher sur leur traces; mais il a fait plus, il les a devancés; et il est parvenu à composer un Automate qui peut jouer aux échecs contre les plus habiles joueurs." After describing the external appearance of the figure, and

Upon entering the apartment where it was exhibited, the Automaton, attired in gorgeous Oriental costume, was seen seated

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the table at which it played, he says, "La table et la figure sont remplies de rouez, de ressorts et de leviers; l'auteur ne fait aucune difficulté de laisser voir l'intérieur de la machine, *sur-tout depuis qu'il a su qu'on le soupçonnoit d'y tenir un enfant caché.* J'ai examiné avec attention toutes les parties de la table et de la figure; et je me suis assuré que cette imputation n'avoit pas le moindre fondement." After describing the manner in which the Automaton moved the pieces, &c., he adds, "En général je crois que *l'auteur influe sur la direction de presque chaque coup que joue l'Automate*, quoique, comme je viens de le dire, on l'ait vu souvent *l'abandonner à lui-même pour plusieurs coups*, ce qui est, selon moi, la circonstance la plus difficile a comprendre de tout ce qui regarde cette machine!" He bears witness to the modesty of M. de Kempell, which he sums up with the following sentence: "Jamais génie ne triompha, avec moins de faste."

Some remarks which were made on the first letter in one of the French journals, drew from him another, which he addressed to the "*Journal Encyclopédique*," which is dated, '*A Vienne, ce* 18 *Janvier*, 1771. The writer to whom he is replying, seems to have understood him that the mere wooden machine arranged the combinations requisite for the game. To this he replies:—"Il me semble qu'il étoit fort inutile d'employer la plus grande partie de sa lettre à poser pour principe qu'une machine ne peut pas avoir des mouvemens spontanés. Non seulement c'est une vérité généralement reconnue, par les gens même au-dessous de son âge, mais cette objection étoit déjà prévenue en plusieurs endroits de ma lettre, sur-tout dans celui où je disois, *que l'auteur influe sur la direction de presque chaque coup que joue l'Automate.*" He then answers to the supposition that there was a child hidden in the table and the figure. "J'avois dit positivement, qu'après avoir *observé avec attention les parties de la table et de la figure, toutes ouvertes ensemble, je m'étois assuré que cette imputation, déjà faite à l'auteur, n'avoit pas le moindre fondement.* Et j'avois appuyé mon observation du témoignage de personnes éclairées et respectables présentes à cet examen."

Again, he says, in a third letter addressed to the *Mercure de France*:—

"'*A Vienne, ce* 21 *Janvier.*

"Encore une fois, la difficulté consiste en ceci: *les rouez et les ressorts donnent les mouvemens déterminées, mais subordonnés à une force directrice inconnue.* C'est cette force directrice qui a échappé jusqu'ici à l'attention et à la pénétration de ceux qui ont vu cette machine: l'auteur convient que c'est lui qui la donne; mais je n'ai point voulu hasarder des conjectures sur les moyens qu'il emploie, n'en ayant pas imaginé une qui me satisfît. Celles d'un enfant caché de l'armant et de fils de communication entre M. de Kempnell et l'Automate, ne peuvent pas tenir un moment contre les raisons que les détruisent. L'état de M. de Kempnell ici, l'honneur qu'il a eu de faire jouer souvent son Automate en presence de l'Empereur et de l'Impératrice, ses protestations contre tous ces expédiens, suffiroient pour en écarter l'idée, quand même un examen rigoreux de l'interieur de la machine ne l'en justifieroit pas pleinement."

behind a Chess-board, which stood upon a chest about three feet in height, two feet wide, and four feet long. The Automaton, the chair upon which it sat, and the chest, were fixed together, and being upon castors, could be moved with facility to any part of the chamber. The exhibition began by opening certain doors contrived in the chest, two in front, and two at the back, pulling out at the same time a long shallow drawer, at the bottom of the chest, containing a set of Chess-men, a cushion, and some counters. Two lesser doors, and a green cloth screen in the body of the figure, and its lower parts, were also opened, and the Turkish drapery which covered them was raised, so that the construction both of the Automaton and the chest appeared to be fully displayed. In this state, the whole apparatus was moved round for the examination of the spectators; and to banish all suspicion from the most sceptical mind, that any living object was concealed within, a lighted taper was introduced into the body of the chest and figure, by which the interior of each was rendered, in a great measure, transparent, and the most secret corner apparently made visible. The same precaution to remove suspicion was used at the termination, as at the commencement of a game of Chess, with the Automaton.

The chest upon which the figure appeared to lean, while playing, was divided into two unequal compartments, which were filled with wheels, springs, cylinders, and other machinery used in clockwork. The interior of the body, and lower parts of the body, were also occupied by levers, tubes, &c. After a sufficient time, during which the spectator might satisfy his scruples and curiosity, the exhibitor reclosed the doors, wound up the machine, placed a cushion under the arm of the figure, and invited any individual present to a game of Chess.

As soon as a champion entered the lists, the eyes of the Automaton appeared to be directed to the board, and after some moments of seeming meditation, it slowly raised its arm, moved it towards the piece to be played, suspended his hand over it for an instant, then grasped it firmly between the fingers, and placed it on the destined square. If a piece was captured, the same process was gone through, and at every move a noise, as of wheels and clockwork, was heard. The Automaton always claimed the privilege of playing first at the beginning of a game. Any attempt to disconcert it by a false move was futile: upon the least infringement of the customary rules of Chess, he would tap upon the chest, replace the offending piece, and then proceed to take the due ad-

vantage of moving a piece of his own. His motions were distinguished by an air of great dignity and composure; upon checking the King, a feebly articulated sound of *she'* or *che'* escaped, and he courteously apprized the Queen of danger by bowing twice.

Such, with very trifling and unimportant variations, was the appearance and manner of the Chess Automaton, as exhibited in Vienna immediately after its invention; and in London, on the occasion of its second visit, in 1819. No precaution necessary to perfect the illusion had been neglected, the triumph of the inventor appeared commensurate with his merits, and for years the mystery of this remarkable machine remained impenetrable. During this period the Automaton visited the capitals of Germany, of England, and of France: it was every where received with curiosity, drew crowds of visiters, and excited the liveliest feelings of surprise and admiration. Returning to Berlin, it was permitted the honour of playing a game with the great Frederick himself. This Prince was devotedly attached to Chess, and in a moment of enthusiasm he resolved to possess the wondrous machine, whose secret had hitherto baffled the whole scientific world. At a private interview with De Kempelin, he acquired at great cost the mastership of the Automaton, and the explanation of its mystery; and, when possession had shorn it of its novelty, the once highly valued figure was thrown aside amidst the lumber of a palace, neglected and forgotten.

In the year 1804, M. de Kempelin died; and shortly after, when Buonaparte occupied Berlin, we find the Chess Automaton, under a new master, again prepared to take the field against all comers. On one occasion of its exhibition at this period, Napoleon is said to have entered the lists, and a characteristic anecdote of the contest is related. After some half dozen moves, Napoleon, to test the discriminating powers of the formidable Turk, designedly committed a false move; the figure courteously inclined his head, replaced the piece, and made a sign for Napoleon to play correctly. After a few more moves, Buonaparte again played illegally; this time the Automaton removed the offending piece from the board, and made his own move: Napoleon was highly amused, and, to put the patience of his taciturn opponent to a severer trial, he once more ventured an incorrect move; upon which the Automaton raised his arm, and sweeping the pieces from the board, declined to continue the game.

Leaving Berlin, the Automaton proceeded on a second tour through

the leading cities of Europe; in most of these it was received with unabated enthusiam; and by the year 1819 was once more established in London. Crowds of visiters again flocked to the exhibition; the periodical literature of the day gave it almost unqualified praise; and, from the circumstance of the Automaton vanquishing nearly every adversary, the proprietor, M. Maelzel, resolved that he should in future give the odds of a Pawn and Move to all antagonists.*

It was during the height of the Automaton's popularity at this period, that Mr. Willis, a gentleman of Cambridge University, distinguished for his scientific attainments, first published his "Attempt to Analyze the Automaton Chess-player of M. de Kempelin." Since the original appearance of the machine at Vienna, most scientific men concurred in attributing the phenomena of its performances to human agency, and many elaborate and ingenious hypotheses were invented to prove the existence of a concealed confederate. No one, however, appears to have succeeded so completely in establishing this fact, as the author of the pamphlet named above,† to whom high praise is due for the sagacity which

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* A volume, entitled, "A Selection of Fifty Games, from those played by the Automaton Chess Player during its Exhibition in London in 1820. Taken down by permission of M. Maelzel, at the time they were played," was published about this time, from which we learn, that of nearly three hundred games played by the Automaton Chess Player (giving the Pawn and Move), it lost only six.

† In a letter from Mr. Collinson, a correspondent of Dr. Hutton's, allusion is made to a treatise in the German language, explanatory of the principles of the Chess Automaton, which it is far from unlikely Mr. Willis had met with. We subjoin that part of the letter which relates to this subject.

"Turning over the leaves of your late valuable publication, Part I. of the 'Mathematical and Philosophical Dictionary,' I observed, under the article 'AUTOMATON,' the following:—'But all these seem inferior to M. Kempelin's Chess-player, which may truly be considered as the greatest masterpiece in mechanics that ever appeared in the world.' So it certainly would have been, had its scientific movements depended merely on mechanism. Being slightly acquainted with M. Kempelin when he exhibited his Chess-playing figure in London, I called on him about five years since at his house in Vienna; another gentleman and myself being then on a tour on the Continent. The Baron (for I think he is such) showed me some working models, which he had lately made. Among them are improvements on Arkwright's cotton mill, and also one which he thought an improvement of Bolton and Watt's last steam engine. I asked him after a piece of speaking mechanism which he had shown me when in London. It spoke as before, and I gave the same word as when I before saw it, *exploitation*, which it distinctly pronounced with the French accent. But I particularly noticed that not a word passed about the Chess-player, and

enabled him, with no greater facility of observation than an ordinary spectator, to approach so near the truth in his attempted solution of this difficult problem.

The following extracts from his clever little work will show the talent and clear-sightedness which Mr. Willis evinced in his efforts to pluck out the heart of the mystery.

"At the commencement of the exhibition, the spectators are gratuitously made acquainted with the interior of the chest, which is divided into two unequal compartments, and occupied by pieces of machinery, so arranged, as apparently to render the concealment of any human being impossible. When the movements of the Automaton begin, the beholders, in the first moments of surprise, and in the absence of any ostensible living cause, very naturally refer the effect to the mechanism, which has been exhibited; and with likelihood enough, for the movements immediately follow the familiar action and well-known sound of winding up clockwork, and are moreover very skilfully accompanied by the grating noise of moving wheels. But, these indications excepted, where is the evidence that the machinery moves? or that the slightest influence is exerted by it on the arm of the Automaton? The whole is excluded from view, and a moment's reflection will convince any one that no stress can be laid on the winding up, nor on the accompanying sounds, which are imitable in various ways.

"If, however, no proof can be given of the actual movement of the machinery, the following considerations will tend to show that it remains quiescent, and is probably not formed for motion.

"An artist, whose talents had enabled him to contrive machinery capable of executing the varied and extensive movements displayed by the Automaton, would surely be desirous of laying open to view as much of the mechanism of his contrivance, while in actual motion, as he could do consistently with the reservation of his secret; if for no other reason, at least to convince the lookers-on

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of course I did not ask to see it. In the progress of the tour, I came to Dresden, where becoming acquainted with Mr. Eden, our envoy there, by means of a letter given me by his brother, Lord Auckland, who was ambassador when I was at Madrid, he accordingly accompanied me in seeing several things worthy of my attention; and he introduced my companion and myself to a gentleman of rank and talents, named Joseph Freideric Freyhere, who seems completely to have discovered the vitality and soul of the Chess-playing figure. This gentleman courteously presented me with the treatise he had published, dated at Dresden, Sept. 30, 1789, explaining its principles, accompanied with curious plates, neatly coloured. This treatise is in the German language, and I hope soon to get a translation of it. *A well-taught boy, very thin and small of his age, sufficiently so that he could be concealed in a drawer almost immediately under the Chess-board, agitated the whole.* This discovery at Dresden accounts for the silence about it at Vienna; for I understood, by Mr. Eden, that Mr. Freyhere had sent a copy of it to Baron Kempelin, though he seems unwilling to acknowledge that Mr. Freyhere has completely analysed the whole."—*Hutton's Mathematical Dictionary, Supplement.*

that deception formed no part of his plan. Now it cannot be reasonably urged, in vindication of the inventor's forbearance, in the instance of the Chess-player, that even a glance at any part of the machinery in motion would betray the secret; for a question will immediately arise, Why then is the machinery at rest so freely exposed? On that score no apprehension seems to be entertained; the chest is ostentatiously opened, and the semblance, at least, of wheels, and pulleys, and levers, is submitted to inspection without reserve; but when their reality should appear, and their connection with the Automaton be made manifest, the doors are carefully closed, and the spectators are required to pay large drafts on their credulity, without any means of further examination. The glaring contradiction between eager display on the one hand, and studied concealment on the other, can only be reconciled by considering the exhibition of the mechanism as a mere stratagem, calculated to distract the attention, and mislead the judgment, of the spectators.

"The truth of this opinion receives additional support from the regular and undeviating mode of disclosing the interior of the chest. If the mechanism were the real object in view, the whole being quiescent, it would be matter of indifference which part was first laid open; and accident alone, unless powerful reasons operated against it, would lead occasionally to some variation. But no variation has ever been observed to take place. One uniform order, or routine, is strictly adhered to; and this circumstance alone is sufficient to awaken suspicion, for it shows plainly that more is intended by the disclosure than is permitted to meet the eye.

"It has already been suggested, that little stress could be laid on the winding up: indeed, the simple act of turning round a key or winder can offer no argument in proof of the efficiency of the machinery, unless at the same time it could be shown that the key, in turning, either acted upon a spring, or pulled up a weight, for the purpose of giving motion to the machinery in question. But unluckily for the Chess-player, the phenomena afford positive proof that the axis turned by the key is quite free, and unconnected, either with a spring, or a weight, or any system of machinery.

"In all machines requiring to be wound up, two consequences are inseparable from their construction: the first is, that, in winding up the machinery, the key is limited in the number of its revolutions; and the second is, that some relative proportion must be constantly maintained betwixt the winding up and the work performed, in order to enable the machine to continue its movements. Now these results are not observable in the Chess Player; for the Automaton will sometimes execute sixty-three moves with only one winding up; at other times the exhibitor has been observed to repeat the winding up after seven moves, and even three moves; and once, probably from inadvertence, without the intervention of a single move; whilst, in every instance, —and the circumstance, though trifling, calls for particular attention, (for, in these matters, be it remembered, 'trifles light as air are confirmation strong,')— the key appeared to perform the same number of revolutions; evincing thereby, that the revolving axis was unconnected with machinery, except, perhaps, a ratchet-wheel and click, or some similar apparatus, to enable it to produce the necessary sounds; and consequently that the key, like that of a child's watch, might be turned, whenever the purposes of the exhibition seemed to require it."

Mr. Willis then proceeds to show in what manner a human being might be concealed within the machine, although it was apparently thrown completely open to public inspection—and concludes, with the aid of drawings, by demonstrating the presence of a hidden player who directed the movements of the Automaton.

I is a remarkable circumstance, and reflects great credit upon the ingenuity of Mr. Willis, that the only discrepancy between his explanation of the Automaton and the account furnished by M. Mouret, for many years the secret agent of its powers, regards the means employed to enable the concealed player to gain a knowledge of his opponent's moves, and regulate his own.* With this exception, and one or two trifling errors inseparable from a want of actual inspection of the interior of the machine, his description might be given as the veritable solution of the enigma.

The Chess-player who directed the movements of the Automaton was hidden, as Mr. Willis conjectured, in the chest. Seated upon a low stool, which moved on castors, he was enabled with facility to shift his position as circumstances might require. During the exhibition of one portion of the machinery he took refuge in another, sometimes in the body of the Automaton, and at others in a portion of the chest. These changes were of course in obedience to a preconcerted arrangement, and compelled that undeviating regularity in the opening and shutting of the different doors which Mr. Willis remarked. A few repetitions were sufficient to habituate him to the necessary routine of movements, and afford command of the handle which directed the arm, and the elastic springs which moved the fingers of the figure.

Perhaps the most ingenious and interesting part of the contrivance was the method by which the hidden conductor was made acquainted with the moves of his opponents, and enabled to repeat them on a smaller Chess-board of his own. To comprehend the cleverness of the plan adopted to effect these ends, the reader must understand that the player was seated in his narrow cell immediately under the Chess-board upon which the Automaton and his antagonist made their moves—and that the reverse of this board,

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* M. Mouret, one of the most eminent Chess-players in Europe, was for many years the secret colleague of M. Maelzel in the direction of the Automaton, and it is chiefly from his solution of its mysteries that we have derived the information which follows.

which formed the ceiling over his head, was an exact representation of the upper side, except that on the side presented to the concealed player *every square was numbered according to the usual notation adopted by Chess-players, and was furnished with a small metallic ball.* These sixty-four little knobs or balls were suspended a short distance from the squares by silken threads, and as each of the Chess-men on the table above *contained a magnet*, the moment any one of them was placed upon the Chess-board, it attracted the little ball suspended from the corresponding square below and fixed it to the board; so that by the time all the men were arranged in due order for battle, 32 (the number of the pieces) of these metallic indices would be closely attached to as many squares of the under-side board, while the remaining 32, denoting the vacant squares above, remained suspended to the extent of the thread supporting them.

We may now suppose a game to commence, and the Automaton to open it, duly turning the handle which directs the arm of the figure, and setting in motion the springs by which its fingers act: the conductor sits watching the board upon the ceiling of his cell; and, upon the piece intended to be played being taken up, he observes the little corresponding index fall, as before described; and when this piece is played to its destined square, he sees also the ball below it attracted to the board: having completed his own move, and carefully repeated it on the private board before him, he anxiously awaits the play of his adversary; this is communicated to him by the same means,—he sees one ball descend and another rise; marks down on his board the move thus indicated; and the game, in this manner, is carried on to its conclusion.

Little more remains to be explained. During the progress of a game, the hidden agent was furnished with a lighted taper to assist him in his labours, and supplied with fresh air by means of apertures not visible to the spectators. The mass of clockwork, levers, wheels, and cylinders, which seemed almost to fill his narrow home, were—sham—pasteboard, so contrived as to collapse and expand as his position might demand.

Such are the leading facts connected with this most skilful and amusing problem; of its subsequent history nothing authentic has reached us; it is generally understood to have been exhibited for some years in the United States and Canada, and is even reported to have visited the Southern parts of America; after which we learn

it returned to New York, and was ultimately consigned to the oblivion of a lumber-room, where it still remains.

The subjoined Game, hitherto unpublished, was played by the Automaton when under the guidance of Mr. Lewis, in 1818.

Game played by the CHESS AUTOMATON and Mr. S———s, at Spring Gardens, 31st Dec. 1818. The Automaton played the White, and Mr. S. Black.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to K. B. square	4. Q. P. one
5. Q. B. P. one	5. Q. Kt. to B. third
6. Q. P. two	6. Q. to K. second
7. K. Kt. to B. third	7. K. Kt. to B. third
8. Q. B. takes P.	8. K. Kt. takes K. P.
9. Q. Kt. to Q. second	9. Q. B. to K. B. fourth
10. Q. Kt. takes K. Kt.	10. Q. B. takes Q. Kt.
11. Q. to Q. Kt. third	11. Q. Kt. to Q. square
12. Q. R. to K. square	12. K. B. P. two
13. K. Kt. to its fifth square	13. Q. Kt. P. one
14. K. B. to Q. fifth	14. Q. B. P. one
15. K. B. takes Q. B.	15. K. B. P. takes K. B.
16. Q. R. takes the P.	16. Q. takes Q. R.
17. Kt. takes Q.	17. K. B. to K. second
18. Kt. takes Q. P. (check)	18. K. to Q. second
19. Q. to Q. square	19. K. R. P. two
20. Kt. to K. B. fifth	20. K. Kt. P. one
21. Kt. takes K. B.	21. K. takes the Kt.
22. Q. B. to K. Kt. fifth (check)	22. K. to Q. second
23. Q. P. one	23. Q. B. P. one
24. K. Kt. P. one	24. Q. Kt. P. one
25. Q. to her third square	25. Q. B. P. one
26. Q. takes K. Kt. P.	26. K. R. checks
27. K. to Kt. second	27. K. to Q. B. second
28. Q. checks at Kt. seventh	28. Kt. to K. B. second
29. K. R. to B. square	29. K. to Q. Kt. third
30. K. R. takes Kt.	30. K. R. takes K. R.
31. Q. takes K. R.	31. K. R. P. one

AND BLACK RESIGNED.

THE

BRITISH MISCELLANY

AND

Chess Player's Chronicle.

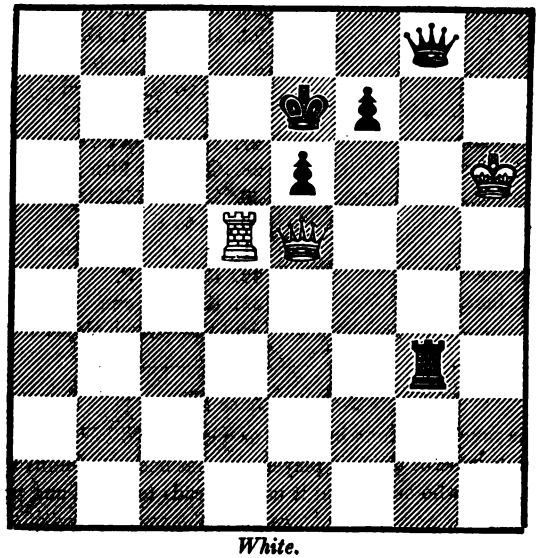
THE Games, &c., published in the BRITISH MISCELLANY and CHESS PLAYER'S CHRONICLE, will be obtained exclusively for that magazine, and no Game or Problem will be admitted into the collection which has appeared elsewhere, unless it is expressly mentioned.

PROBLEM No. 1.

By the Rev. H. Bolton.

White, playing first, to checkmate in seven moves.

Black.



White.

GAME I.

In the Match between Messrs. ST——N and P——T.

Mr. P——T.	Mr. ST——N.
1. K. P. two	1. Q. B. P. two (*a*)
2. K. B. P. two (*b*)	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. Kt. to R. third
6. K. B. to Q. third	6. K. B. to K. second
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Castles	8. Q. to Q. Kt. third
9. Q. P. two	9. Q. R. to Q. B.
10. K. to R.	10. Castles
11. Q. R. P. one	11. Q. R. P. two
12. K. Kt. to its fifth	12. K. Kt. P. one
13. Q. P. takes P.	13. K. B. takes P.
14. Q. to K.	14. K. Kt. to K. Kt. fifth
15. K. R. P. one	15. K. Kt. to K. sixth (*c*)
16. B. takes Kt.	16. B. takes B.
17. Q. Kt. to Q. second	17. K. R. P. one (*d*)
18. K. Kt. to K. fourth (*e*)	18. P. takes Kt. (*f*)
19. Kt. to Q. B. fourth	19. Q. to K. Kt. fourth
20. Kt. takes B.	20. K. R. P. one
21. Q. R. to Kt.	21. K. B. P. two
22. P. takes P. (*en passant*)	22. R. takes P.
23. B. takes P.	23. Q. R. to K. B.
24. Q. to K. Kt. third	24. Kt. to K. second
25. Q. Kt. P. two	25. B. to Q. B. third (*g*)
26. B. to Q. B. second	26. Q. R. P. takes P.
27. Q. B. P. one	27. Q. to Q. Kt. third
28. Q. R. P. takes P.	28. Q. to her fifth
29. Q. R. to Q.	29. Q. to Q. Kt. third
30. Q. Kt. P. one	30. B. to K.
31. Q. R. to K. (*h*)	31. Q. to Q. B. second
32. K. to R. second	32. R. takes P.
33. B. to K. fourth	33. K. R. P. one
	And the second player wins easily.

Notes to Game I.

(*a*) This is much the same in effect as playing "K. P. one," in reply to the opening move of the first player, and has been condemned by many writers on Chess, who assert that it usually leads to a dull and uninstructive game. As far as our experience goes, the very reverse of this is the fact. It is the mode of defence almost invariably adopted by our lively neighbours, the French, whose games are certainly characterized by any-

thing but want of animation: it is perfectly safe, and is productive, as we have repeatedly seen, of the most striking and entertaining positions of which Chess is capable.

(*b*) Decidedly better than playing "Kt. to K. B. third."

(*c*) It would have been worse than useless to check with the Kt.

(*d*) An ill-judged move. The adverse Q. Kt. P. should have been taken.

(*e*) Skilfully played.

(*f*) Had the second player taken the Q. Kt., his opponent, by checking with his Kt. at K. B. sixth, would have gained at least "the exchange."

(*g*) A good move.

(*h*) This, and the subsequent move of the first player, are unaccountably bad. Prior to these moves, the game was much in his favour.

GAME II.

In Messrs. ST——N and P——T's Match.

Mr. ST——N.	Mr. P——T.
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. Q. B. P. one	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. Q. B. to Q. second
6. Q. R. P. one	6. Q. R. to Q. B.
7. Q. Kt. P. two	7. Q. B. P. takes Q. P.
8. Q. B. P. takes P.	8. K. B. to K. second
9. K. B. to Q. third	9. K. B. P. one (*a*)
10. Q. B. to Q. second	10. K. B. P. one
11. Q. to K. second	11. Q. R. to Q. B. second (*b*)
12. Castles.	12. K. Kt. P. two (*c*)
13. Q. Kt. P. one	13. Q. Kt. to its sqr.
14. K. Kt. takes K. Kt. P.	14. K. R. P. two
15. Kt. to K. R. third	15. K. R. P. one
16. Q. Kt. to B. third	16. K. Kt. to R. third
17. Q. R. P. one	17. K. to B. second
18. Q. R. to Q. B.	18. Q. to K. Kt.
19. K. B. P. one	19. K. to his sqr.
20. K. R. to K.	20. Q. R. to Q. B. (*d*)
21. Q. B. to K. B. fourth	21. K. B. to Q.
22. Q. Kt. takes Q. P.	22. R. takes R.
23. R. takes R.	23. P. takes Kt.
24. K. P. one	24. Q. takes K. P.
25. Q. takes Q.	25. B. takes Q.
26. B. takes Q. Kt. (*e*)	26. B. to Q. Kt. third
27. B. to K. fifth	27. R. to K. Kt.
28. K. Kt. to K. B. fourth	28. Kt. to K. B. second (*f*)
29. Kt. takes B. (*g*)	29. Kt. takes B.
30. B. takes K. B. P.	30. Kt. takes K. B. P. (check)

Mr. St——n.	Mr. P——t.
31. K. to B. second	31. Kt. takes Q. P.
32. Kt. takes Kt.	32. B. takes Kt. (check)
33. K. to B. third	33. K. to B. second
34. R. to Q.	34. B. to K. fourth
35. R. takes P.	35. B. takes K. R. P.
36. R. to Q. seventh (check)	36. K. to B. third
37. B. to K. Kt. fourth	37. R. to K. Kt. second (*h*)
38. R. to Q. sixth (!)	

Notes to Game II.

(*a*) This pawn should have been played two squares at once.

(*b*) We cannot fathom the object of this move; unless intended to afford the adversary time to bring his pieces into operation, it is seemingly purposeless.

(*c*) An ill considered move.

(*d*) The second player's game is now deplorably confined. Every piece is locked up, and he has only patiently to await the on-coming of the opposed forces.

(*e*) "R. to K." would have been much better play.

(*f*) Very well played.

(*g*) The play here again is quite beyond our comprehension. By moving Q. B. to K. B. sixth, the game would have been entirely in the hands of the first player.

(*h*) By taking this Rook, Mr. S—— would now have drawn the game, perhaps his most prudent course. After obtaining advantages sufficient to decide the game at almost any point of it in his favour, he gradually lost all superiority, and finally, by playing his Rook *en prise* of the opponent's Bishop! he terminated a game not very creditable to the skill of either party.

GAME III.

This and the following game were played *simultaneously* some months since by M. Von Bilguer, (a highly promising member of the chief Chess Club at Berlin,) without seeing the Chess-board and men.

M. Von B.	M. L.
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. B. to K. second
4. K. B. to Q. B. fourth	4. K. B. checks
5. K. Kt. P. one	5. P. takes P.
6. Castles	6. P. takes P. (check)
7. K. to R.	7. K. Kt. to R. third
8. Q. P. two	8. K. Kt. to its fifth
9. K. B. takes K. B. P. (ch.)	9. K. takes B.
10. K. Kt. to K. fifth (double-check)	10. K. to Kt.
11. Q. takes Kt.	11. Q. P. one

M. Von B.	M. L.
12. Q. to K. R. fifth	12. K. Kt. P. one
13. K. Kt. takes Kt. P.	13. Q. to K.
14. Q. to her fifth (ch.)	14. K. to Kt. second
15. Kt. takes B.	15. R. to Kt.
16. Q. to Kt. fifth (ch.)	16. K. to R.
17. Q. to B. sixth (ch.)	17. R. to Kt. second
18. Q. B. to R. sixth	18. Q. takes K. P. (ch.)
19. Kt. to K. B. third	19. Q. to K. Kt. third
20. B. takes R. (ch.)	20. Q. takes B.
21. Q. to her eighth (ch.)	21. Q. to K. Kt.
22. K. Kt. to K. fifth	22. Q. takes Q.
23. K. Kt. to B. seventh (ch.)	23. K. to Kt. second
24. Kt. takes Q.	24. Q. Kt. to R. third
25. Q. Kt. to B. third	25. Q. Kt. to its fifth
26. K. R. to B. seventh (check)	26. K. to Kt. third
27. Q. R. to K. B.	27. Q. B. to K. Kt. fifth
28. Q. R. (checks)	28. K. to Kt. fourth
29. Kt. to K. fourth, checks, and wins the game.	

GAME IV.

Between M. Von Bilguer and M. O. of the Berlin Chess Club.

M. Von B.	M. O.
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. P. one
5. Q. B. P. one	5. P. to Q. sixth
6. Castles	6. Q. B. to K. third
7. B. takes B.	7. P. takes B.
8. Q. to her Kt. third	8. Q. to Q. B.
9. K. Kt. to its fifth	9. Q. Kt. to Q.
10. K. B. P. two	10. Q. B. P. two
11. Q. B. P. one	11. K. R P. one
12. K. Kt. to B. third	12. K. Kt to B. third
13. Q. takes the doubled P.	13. K. B. to K. second
14. K. P. one	14. K. Kt. to Q. second
15. K. P. takes P.	15. K. B. to its third
16. Q. Kt. to B. third	16. Castles.
17. Q. Kt. to K. fourth	17. Q. Kt. to Q. B. third
18. Kt. takes B. (check)	18. K. R. takes Kt.
19. Q. B. to K. third	19. Q. Kt. P. one
20. Q. R. to Q.	20. Q. to K. B.
21. Q. to K. fourth	21. Q. Kt. to Q. R. fourth
22. Q. Kt. P. two	22. P. takes P.
23. Q. B. P. one	23. P. takes P.

M. Von B.	M. O.
24. K. Kt. to K. fifth	24. Q. to K.
25. K. R. to K.	25. Kt. takes Kt.
26. Q. takes Kt.	26. Kt. to Q. B. fifth
27. Q. P. one	27. Q. to her square
28. Q. to K. fourth	28. Kt. to Q. Kt. third
29. Q. to Q. B. sixth	29. K. P. one
30. Q. takes Q. B. P.	30. K. P. takes P.
31. Q. B. takes P.	31. Kt. takes P.
32. Q. to her fifth (check)	32. K. R. to K. B. second
33. Q. to K. sixth	33. Q. R. P. two
34. K. R. to K. B.	34. Q. R. to its second
35. Q. B. to K. third	35. Q. to K. second
36. Q. takes R. (check)	36. Q. takes Q.
37. R. takes Q.	37. K. takes R.
38. B. takes R. and wins the game.	

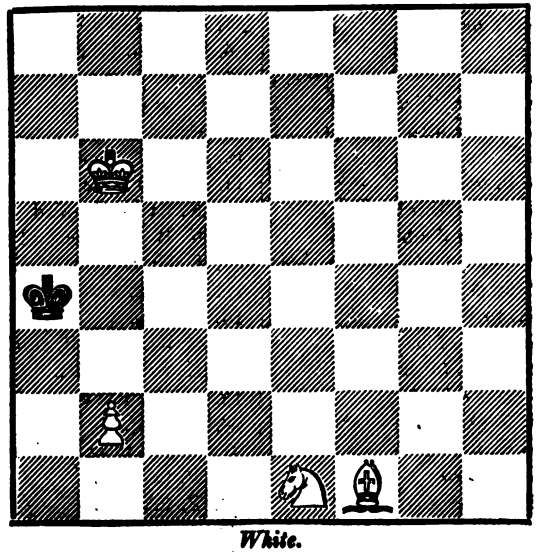
To properly appreciate the merit of these games, the student must bear in mind the fact that M. Von Bilguer played them *at the same time, and without the advantage of seeing the Chess-board;* with this consideration, it must be admitted that they gave promise of unusual excellence—promise, alas! never to be realized—the young and ingenious victor dying only a few months subsequent to this his latest triumph.

PROBLEM No. 2.

By a distinguished German Chess Player.

White, with the advantage of playing first, mates in five moves.

Black.



White.

PROBLEM No. 6.*

The following masterly solution of this mystery cannot fail to interest and delight our Chess playing readers.

White.	*Black.*
1. Q. R. to K. B. eighth (check)	1. K. to R. or Kt.'s second
2. K. R. to K. B. seventh (check)	2. (*a*)
3. K. Kt. to K. Kt. square.	3.
4. Q. to K. Kt. sixth (check)	4.
5. Q. to K. R. fifth (check)	5.
6. K. R. to K. Kt. seventh (check)	6.
7. Q. to K. B. third (check)	7.
8. K. R. to K. seventh (check)	8.
9. Q. to Q. third (check)	9.
10. Q. Kt. to K. sixth	10.
11. Q. R. to Q. R. eighth	11.
12. Q. R. to Q. R. sixth	12.
13. Q. B. pawn two squares, (discovering check)	13.
14. Q. to K. B. (check)	14.
15. K. Kt. to K. B. third (check)	15.
16. Q. Kt. to Q. B. fifth (discovering check)	16.
17. K. Kt. to K. fifth (discovering check)	17.

The Black King may now be played to, K. sixth (A.)
or to . . . K. Kt. sixth (B.)
or to . . . K. Kt. fourth (C.)

(*a*) In a majority of the positions occurring throughout this solution, the Black King is restricted in his play to a particular square. When this is the case, we have not thought it necessary to specify his move.

(A.)

	17. K. to K. sixth
18. Q. to K. (check)	18. K. to K. B. fifth
19. K. R. to K. B. seventh (check)	19. K. to K. Kt. fourth
20. Q. to K. Kt. third (check)	20. K. to K. R. third (his best move)
21. Q. to K. B. fourth (check)	21. K. removes
22. Q. to K. Kt. fourth (check)	22.
23. K. R. to K. B. sixth (check)	23.
24. Q. to K. R. fourth (check)	24.
25. K. R. to K. Kt. sixth (check)	25.

* Problem No. 6 appeared in the April Number of "The British Miscellany," [1st Series.] The following is the position:—(White) K. at. Q. Kt. 3rd—Q. at her 3rd—Rook at K. B. 6th—ditto at K. B. 5th—Kt. at K. B. 4th—ditto at K. B. 3rd—P wn at Q. B. 2nd.—(Black) K. at his R.—P. at Q. 3rd—ditto at Q. Kt. 3rd—ditto at Q. 4th—ditto at Q. Kt. 4th—ditto at Q. 5th—ditto at Q. Kt. 5th.

White.	*Black.*
26. K. Kt. to Q. seventh (check)	26. K. to K. B. (his second best move)
27. Q. to K. R. seventh (check)	27. K. to K.
28. Q. to K. R. eighth (check)	28. K. to K.'s second (his best move)
29. K. R. to K. sixth (check)	29. K. removes
30.* K. R. to K. B. sixth (check)	30.

31. Q. checks at K. Kt. seventh, or K. Kt. eighth, *according to the position of the Black King.* If the Q. checks at K. Kt. seventh, Black should play his King to K.'s square, that being his best move.

32. Q. to K. B. seventh (check)	32.
33. Q. to K. B. eighth (check)	33.
34. Q. to Q. Kt. eighth (check)	34.
35. K. Kt. to K. fifth (check)	35.
36. K. Kt. to Q. third (check)	36.
37. Q. B. P. to Q. B. fifth	37.
38. Q. to Q. Kt. seventh (check)	38. K. to K. (his best play) or (D.)
39. Q. B. P. to Q. B. sixth	39.
40. K. R. to K. B. seventh	40.
41. Q. R. to Q. R. sqr.	41.
42. Q. R. to K. B.	42.
43. Q. R. to K. (check)	43.
44. Q. B. P. to Q. B. seventh, check and mate. (Q. E. D.)	

(B.)

	17. K. to K. Kt. sixth
18. K. R. to K. Kt. seventh (check)	18. K. to K. R. seventh (his best play)
19. K. R. to K. Kt. second (check)	19. K. to K. R. sixth
20. Q. to K. B. third (check)	20. K. to K. R. fifth
21. K. R. to K. Kt. fourth (check)	21.
22. Q. to K. B. fifth (check)	22.
23. K. R. to K. Kt. sixth (check)	23.
24. Q. to K. B. seventh (check)	24.
25. Q. to K. B. sixth (check)	25.
26. K. R. to K. R. sixth (check)	26. K. to K. Kt.'s sqr.
27. Q. to K. Kt. fifth (check)	27. K. to K. B. sqr.
28. K. Kt. to Q. seventh (check)	28. K. to King's sqr. (his best play)

and the remaining moves as in variation (A.).

(C.)

	17. K. to K. Kt. fourth
18. K. R. to K. Kt. seventh (check)	18. K. to K. R. third (the best move)
19. K. R. to K. Kt. sixth (check)	19. K. to K. R. fourth, or K. R. second

The White Queen then checks, as at the twenty-fourth move of the variation (B.), &c.

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* (White's 30th move.) When the K. R. checks at K. B. sixth, the Queen *may be* situated at the K. R.'s eighth, or at the K. Kt. fifth; hence the observation given at the 31st move.

(D.)

Variation on Black's 38th move.

38. Q. to Q. Kt. seventh (check)	38. K. to Q.
39. Q. B. P. to Q. B. sixth	39.
40. K. R. to K. B. seventh	40.
41. Q. R. to Q. R.	41.
42. Q. R. to K. (check)	42.
43. Q. B. P. to Q. B. seventh, check-mates. (Q. E. D.)	

TO THE EDITOR OF THE CHESS-PLAYER'S CHRONICLE.

SIR,—A paragraph which appeared in a Sporting Newspaper of Sunday last, purporting to be in reply to inquiries of a Correspondent, has been pointed out to me, in which my name is introduced, and some assertions are hazarded concerning the result of my play with De la Bourdonnais and Mr. M'Donnell, every particular of which is a falsehood. The veracious scribe who has ventured with so much flippancy to decide upon the relative skill of the leading Chess players during the last quarter of a century, is pleased to assert that—

"Mr. Lewis never played but seven games with De la Bourdonnais;" that, after playing three games at the pawn and move with Des Chappelles, "Des Chappelles wanted to renew the match, and offered to give increased odds, but Mr. Lewis declined ever again playing with him;" and that, "At the time of M'Donnell's being at his greatest strength, Lewis had already quitted the Chess circle, and publicly owned his inferiority."

Now, Sir, in the first place, with M. De la Bourdonnais, instead of *seven*, I played about *seventy* games. Secondly, on the occasion of my having the pleasure of playing with Des Chappelles, he politely gave me the option of encountering him upon equal terms, or of taking trifling odds; and, after I succeeded in winning the match which we played at the pawn and move, had circumstances enabled us again to meet, we should doubtless have played even. M. Des Chappelles was far too courteous and well-bred to insist on giving odds in opposition to the wishes of his adversary.

Respecting my play with Mr. M'Donnell, (with whom I lived for many years on terms of intimacy, and who was one of my earliest and most constant pupils,) it is well known I continued to give the pawn and move, up to the last game I had the gratification of playing with him; and I should certainly have felt no hesitation in yielding those odds to him at any period of his short lived but brilliant career.—Apologizing for troubling you upon a matter apparently so unimportant, I beg to subscribe myself, Sir,

Your's obediently,

12, *Chatham-place, Blackfriars.* WILLIAM LEWIS.

[Mr. Lewis should communicate with the Editor of the paper mentioned, who has, most probably, been deceived by some designing person to whom he applied for information on the subject of his correspondent's queries. Upon reading the offensive paragraph, indeed, we entertain no doubt that such is the case. The bad English and worse taste of the whole there is no mistaking; and we dare affirm, that in the large circle of British Chess players, but one being could be found capable of wantonly wounding the feelings of a gentleman so inoffensive, and so universally esteemed, as Mr. Lewis.—ED.]

NOTICES TO CORRESPONDENTS.

CHESS.

J. M. G. and G. F. C.—The solutions of our 5th problem are incorrect. Both correspondents err in "queening" the pawn. Checkmate can be effected in the proposed number of moves without the pawn being permitted to reach the adverse royal line.

U. C. Y., Vauxhall.—The automaton Chess Player exhibited about twenty years since in Spring-gardens, was the figure originally constructed by Mr. Von Kempelin, and brought by him to England in the year 1783. The exhibitor on the latter occasion was not, as U. C. Y. imagines, the inventor, but a M. MAELZEL.

We have met with several tabular methods for exemplifying the perfect adaptation of the Knight's peculiar movement to all the chequers on the Chess-board, and, if we mistake not, about twelve months since Dr. Roget published in the "Philosophical Magazine" some highly ingenious diagrams upon the subject. In the entertaining YEAR BOOK, by Hone, there are also some tables, indicating, we believe, the mode by which the Knight, starting from a given black or white square, may traverse the Chess-board without alighting a second time on any square, and finally terminate his course at any particular square of the opposite colour.

SECRETARY.—The two gentlemen named, we are well assured, had no hand either in the authorship or distribution of the pamphlet entitled "Observations upon a New Treatise of Chess, by George Walker." The pamphlet emanated, it is pretty well understood, from a Society of Chess Players which deservedly ranks as the first and most important in England, and is an unequivocal indication of the opinion that body entertains of the egregious conceit and deplorable ignorance which this Titmouse of Chess professors exhibits in his lucubrations upon the game.

F. S.—The subscription to the London Chess Club is three guineas per annum; no entrance fee.

R. A.—The new Chess Club may probably exist for twelve months; but no Club can take a lasting stand while its interests are made subser-

vient to the vanity and caprice of any individual. The person holding the situation alluded to is peculiarly unfitted for the office;—no Club in which he has been permitted to take an active part, and we remember several, has ever obtained a permanent establishment; and none, we feel convinced, subjected to such influence, ever will.

EXCHEQUER.—Mr. Lewis is an honorary member of the London Chess Club; is a subscriber to GOODE'S CHESS ROOMS on Ludgate-hill, and to RIES' GRAND CHESS DIVAN; and occasionally plays at each of these places. We cannot name a particular night on which our correspondent could see him play.

A BARRISTER, TEMPLE.—Calls our attention to the ridiculous alterations of the LAWS OF CHESS, by G. Walker, in his "NEW TREATISE ON CHESS," and asks, "Is it possible such absurdities are sanctioned by the London Chess Club?" The only sanction given to Walker's puerilities by the Committee is to laugh at them. His books on Chess are no authority except among the lowest class of players.

We have particularly to request that the Secretaries of the various Chess Clubs throughout England will furnish us with a list of the members of their several Clubs, and an account of any matches in which they may be engaged, as we purpose keeping a correct register of all matches played in future.

At the request of several country subscribers we subjoin a list of the leading establishments for Chess-playing in London:—

THE LONDON CHESS CLUB, George and Vulture Hotel, Cornhill.
ST. GEORGE'S CHESS CLUB, Cavendish Square.
GOODE'S commodious and elegant CHESS ROOMS, 39, Ludgate Hill.
RIES' GRAND DIVAN, 101, Strand.
GLIDDON'S KING STREET DIVAN, King Street, Covent Garden.
MORRISON and HUTTMANN'S DIVAN, 194, Strand.

THE PHILOSOPHY OF EDUCATION.

BY J. HEMMING WEBB.

Article I.

MAN, considered in himself, is essentially a dependent and very helpless being. As Sir John Herschel has truly said,* "if abandoned to mere *instinct*, he would be of all creatures the most destitute and miserable; his existence would be one continued subterfuge and stratagem; his dwelling in the dens of the earth, in clefts of the rocks, or in the hollows of trees; his food worms, and the lower reptiles, or such few and crude productions of the soil as his organs could be brought to assimilate, varied with occasional relics mangled by more powerful beasts of prey, or

* Discourse on Natural Philosophy.

contemned by their more pampered choice," which is, in other words, to assert that, without the guide of reason, intellectually considered he would not be in any respect superior to the brute, whilst in physical capability he would be incalculably its inferior.

To counterbalance, however, whatever bodily infirmities man may be the subject of, he has been endowed with a spiritual nature, and gifted with faculties wonderful in their character and organization, harmonious in their operation, comprehensive in their range, vast in their powers of expansion and attainment, immediately conducive to physical comfort, and eminently adapted to all the purposes of moral being; but which, nevertheless, require the favourable influence of external circumstances—that is, when designedly applied by man—*Education*—in order to their full developement.

As it is the possession of these mental qualities, then, which raises man in the rank of existence far above all other created things, it is a duty incumbent upon him to exercise those powers with which he has been gifted to the greatest possible advantage to himself and to others, and so to cultivate them, together with his natural affections, feelings, and dispositions, as to ensure the accomplishment of the object of their bestowal. In the exercise of these faculties, however, he is compelled to lean upon extrinsic aid for support as he journeys on in the pathway of life, ay, even from the cradle to the grave. For every want administered to, for every craving supplied, and for all that he knows and appreciates of the beautiful and the true, he stands indebted to those amongst whom he is placed. Of himself he can do but little; and of all the universe by which he is surrounded, unaided, but little could he understand. But although this may be the fact, it is not less certainly true that there is in the bosom of man a *spirit* of solitude and quiet, which, loving to brood over its thoughts, in the secret chambers of its imaginings, delights to dwell alone. Yes! amidst all the pleasures and cares of life, the search after gain, the desire for distinction, and all the circumstances which chequer existence, there dwells a spirit within us which seeks to know that it may be wise: and as, in earlier years, it is directed to good or to ill, so, in all human probability, will the character of its possessor for ever afterwards remain.

But, whatever the operation of this inward principle may be, and however it may predominate in the mind, there is a superincumbent necessity which obliges every man to emerge from the retirement, whether mental or physical, in which he would shelter himself, that he may bear his part in the public procedure, and take his share of the public burthens, —as one of the elements of that association without whose formation he must die of mere inanition. As every man is bound, then, to the extent of his ability, to assist in upholding and promoting the general weal, he has a claim thereby constituted upon society at large for that measure and mode of tuition, either by private means or by public provi-

sion (as the necessity of the case may require), by which he may be enabled worthily to assume his position in the commonwealth of mankind, and rightly to discharge the duties of that particular station in which it may be his peculiar lot to be cast.

The great object which every man of a properly constituted mind has in view, in all that he bears and in all that he performs, is, to increase his own happiness, and to promote the welfare of others. But, surrounded as we are, by the *sad*, the *sensual*, and the *subtile*—amidst even our most earnest desire for the *joyous*, and our most anxious breathings after the *ideal*, the *spiritual*, the *immortal*, in our vain search after sublunary good,—we are constantly opposed, and oftentimes wearied by much that is harassing and depressing; and the more so, the greater the spirit of fancied independence we maintain, and the more profound the ignorance of which we are the subjects. The uneducated, as a class, are invariably the more selfish, opinionated, and miserable; for, to a certain extent, left only to the guidance of their impulses and passions—their minds unimpressed by the precepts of virtue, and the principles of propriety—they naturally and almost necessarily fall into error—error, which is the parent of evil, and consequently of unhappiness.

As in youth we reck not of sorrow, disappointment, and change in years to come, so are we then unable fully to appreciate the worth of knowledge in its influence upon the character and the heart. But when time and experience have mellowed our thoughts, and chastened our desires, as the soul looks out beyond the narrow confines of its palace-prison-home, to survey the wreck of its anticipations, and the ruin of its hopes; how readily do we perceive the worthlessness of that earthly bliss, to which once we looked so fondly forward; and becoming impressed with the truth of the good man's saying, "*Vanity of vanities, all is vanity,*"* comprehend how requisite to our happiness are all the aids of reflection. and all the advantages of knowledge. Yes! as we are thus called upon, when youth's

"——fitful fever is ended,"

to review the past, and to behold how the visions of joy, which had foreshadowed the future, have been dissipated; so surely, and in exact proportion as we have contemned the maxims of the wise and the counsels of the sage,—that is, in proportion as we have neglected the boon of education,—shall we be sensible of the sting of disappointment, and conscious of the depressing influence of a mind unilluminated and unstrengthened by early instruction. It must be evident, then, that if left at the most volatile period of our existence to the dictates of our passions, and the instigation of our inclinations only, with but rare and solitary exceptions, that spirit which, even then thirsting for information, seeks objects for its exercise, will be led to pursue the fascinations—the phantasmagoria of life,

* Ecclesiastes, ch. i. v. 1.

and, passing by the more lasting, profitable, and infinitely superior attractions of wisdom and virtue, remain in ignorance, to its ultimate cost, of those great principles upon which the character should be based, and of those laws, divine and human, moral and physical, by which the whole course of conduct should be regulated. Our faculties, therefore, in our earlier years, need to be guided by the judicious direction of those who have made the human mind—its passions, propensities, and powers—their study. Hence in one respect arises the necessity for those institutions, whether public or private in their nature, to which the rising generation may repair, in order that the mental faculties may be properly cultivated, and that those habits may be engendered which shall promote the happiness, and insure the future usefulness of every member of the community, whatever his station in life. Hence, too, there arises on the part of the heads of states, the duty of rendering those means of instruction so far available as to secure their full benefit being enjoyed by those who are themselves incapable of properly estimating the advantages they afford—and on the part of the heads of families, and the guardians of youth, the duty of seeing that the advantages so proffered are accepted.

To many who have been either personally guilty, or relatively the victims of this neglect, might we point, who—ere the wrinkle of age has been stamped upon their brow, but yet when all too late to amend their error, to recover their lost ground, or to bring back to their hearts the freshness of youthful feeling—have been led to confess, and to lament that, unelevated, and unetherialized, by the talismanic influence of instruction, their desires had been unsatisfying, and that the pleasures they coveted were among the things that earliest withered and soonest vanished. Indeed, it is ever thus, as ever it must be, with those whose hopes, and anticipations, are centered merely upon present, and sensible gratification. Can we wonder, then, that the language of such, when hoary age has set his seal upon their hearts, should be, as they reflect upon the flowers of time, for them no longer young and blooming?

"We made a posy while the time ran by,
* * * * *
But time did beckon to the flowers, and they
By noon most cunningly did steal away,
* * * * *
And wither in the hand:
Farewell dear flowers!"

But why, it may perhaps be asked, should this feeling of desolation, or, more properly speaking, this mental vacuum, be experienced by such in elder age, they never having enjoyed the pleasures of knowledge when young? Because the thoughts and desires of such, having never been exalted by the wisdom which only study can bestow, must partake of their sensual nature, and so being emphatically "of the earth, earthy," they cannot appreciate those higher sources of pleasure and employment

with which the cultivated mind ever finds fellowship and communion; and because, not having been taught the position in which they are placed or the duties which it is incumbent upon them to discharge, and so not having fulfilled through life the important ends for which they were created, the accomplishment of which great purposes evermore carries with it pure and permanent satisfaction to the mind; when the bewilderment of youth, the excitement of manhood, and the cares of increasing years have passed away,—that is, when the winter of life has come on,—the time when all that is earthly in happiness departs, their happiness having been all earthly—all sensible—their minds must in the night-time of existence necessarily be left destitute and cheerless.

ADVERSARIA.

THERE is an expression in FLETCHER'S fine lines,

"UPON AN HONEST MAN'S FORTUNE,"

which may serve to throw light upon the meaning of a passage in MACBETH,* which has been the subject of much controversy among the Shakespere commentators: he is apostrophizing the astrologers of his day.

"You that are God's surveyors, and can show
How far, and when, and why, the wind both blow,
Know all the changes of the dreadful thunder,
And when it will shoot over and when under;
Tell me, by all your art, I conjure ye,
Yes, and by truth, what shall become of me;
Find out my star, if each one, as you say,
Have his peculiar angel and his *way*."

This is "the path of life marked by the stars;" and from hence, in all probability, is derived the "*wayward* or *weard sisters*."

Throughout this little poem of Fletcher's there is a rich vein of "divine philosophy," which we may too frequently search vainly for in his dramatic works.

"Our acts our angels are, or good or ill
Our fatal shadows that walk by us still."

* * * * * * *

* * * * * * *

"Oh, man! though image of thy Maker's good,
What cans't thou fear, when breath'd into thy blood
HIS spirit is that built thee? What dull sense
Makes thee suspect in need, that Providence,

---

* Act 5th, Scene 2nd.

"*Macbeth.* —— my way of life
Is fall'n into the sear ——."

Who made the morning, and who placed the light,
Guide to thy labours, who call'd up the night,
And bid her fall upon thee like sweet showers,
In hollow murmurs to lock up thy powers."

Is not the expression "top" in the following passage, *Macbeth*, Act IV. Scene 1, corrupt?—

"What is this,
That rises like the issue of a king,
And wears upon his brow the round
And top of sovereignty?"

Surely this should be "*type* of sovereignty." "*Type*," in the sense here given to it, may be found three or four times in Shakespere's plays. Holinshed, alluding to the quarrel between King Henry the Fourth and Percy, says, "So in this fury, the Percies departed, minding nothing more than to depose King Henry from the high *type* of his royalty."

By the way, during a recent examination of "Knight's Pictorial Shakespere," we have discovered, accurate as the text generally is, many passages which we trust the accomplished Editor, before publishing a second edition, will think require emendation. We shall occasionally give one or two of these, accompanied by any observations which occur to us as calculated to illustrate them.

In Act I. Scene 2, of *Henry the Fifth*, the Earl of Westmoreland says,—

"They know your grace hath cause, and means, and might;
So hath your highness——"

The commentators make sad work of this; and Mr. Knight remarks, "Coleridge's *emphatic* reading of this passage is certainly the true one."

"They know your grace hath cause, and means, and might;
So *hath* your highness—never King of England
Had nobles richer."

What "the monarch of the earth" *knew*, Westmoreland *confirms*.—With every proper respect for so high an authority as Mr. Coleridge, we cannot but think such emphatic reading as he recommends in this instance, does great violence to the "well torned lines" of the great Dramatist, and is essentially opposed to the genius and spirit of his versification. The difficulty in the disputed passage arises simply from the transposition of a word, a pregnant source of errors in printing, and one which we believe the commentators have not sufficiently attended to. Put "*cause*" before "*grace*,"

"They know your cause hath grace, and means, and might,
So hath your highness——"

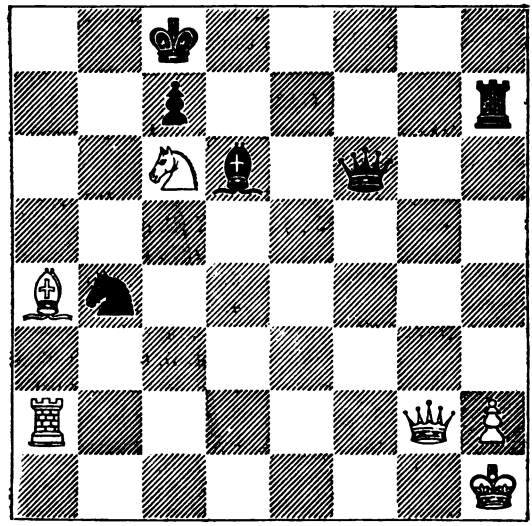
and all is clear enough. Thus in *Othello*—

"——— little shall I *grace* my *cause*," &c.

We are indebted for the accompanying problems to the valuable collection of Chess MSS. in the possession of Mr. Lewis.

White moving first, mates in four moves.

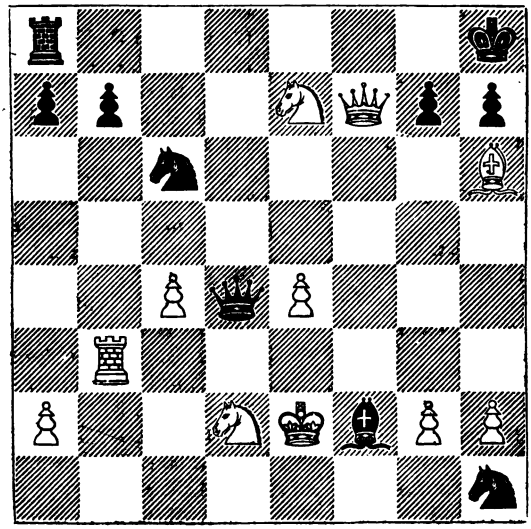
Black.



White.

White, with the advantage of moving first, mates in four moves.

Black.



White.

We published in the preceding number of our Chess Chronicle, two games, in which the first player, M. Bilguer of Berlin, laboured under the disadvantage of playing without seeing the Chess-board. We now give two games which were played under the same circumstances, by Mr. M'Donnell in 1829; his competitor on the occasion being Mr. J— W—ll, a strong player of the London Chess Club.

GAME V.

White (Mr. M'Donnell) gives the pawn and two moves, and plays without seeing the Chess-board.

Black.	*White.*
1. K. P. two, K. Kt. to B. third (*a*)	1. K P. one
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. B. checks	4. Q. Kt. to B. third
5. B. takes Kt. (check) (*b*)	5. P. takes B.
6. Castles	6. Q. B. to Q. Kt. third
7. K. R. to K.	7. Q. to Q. Kt. third
8. Q. B. P. one	8. P. takes P.
9. P. takes P.	9. K. Kt. to K. second
10. K. Kt. to its fifth	10. Q. B. to its sqr.
11. Q. R. P. one	11. K. Kt. to K. B. fourth
12. K. Kt. to B. third	12. Q. B. P. one
13. P. takes P.	13. K. B. takes P.
14. Q. Kt. P. two (*c*)	14. K. B. takes P. (check)
15. K. to R.	15. K. B. takes R.
16. Q. takes B.	16. Castles
17. Q. R. P. one	17. Q. R. to Q. Kt.
18. Q. Kt. P. one	18. Q. R. P. one
19. Q. Kt. to Q. B. third	19. P. takes P.
20. Q. Kt. takes P.	20. Q. B. to Q. second
21. Q. B. to Q. R. third	21. K. R. to Q. B.
22. Q. Kt. to Q. sixth	22. Kt. takes Kt.
23. B. takes Kt.	23. Q. R. to its sqr.
24. Q. R. P. one	24. Q. to Q. Kt. seventh
25. Q. R. to Q. Kt.	25. Q. to Q. B. sixth
26. Q. to K. B.	26. K. R. P. one
27. Kt. to K. R. fourth	27. Q. to Q. B. fifth
28. Kt. to K. Kt. sixth	28. Q. takes Q.
29. R. takes Q.	29. Q. B. to Q. Kt. fourth
30. R. to Q. Kt.	30. K. to R. second (*d*)
31. Kt. to K. seventh	31. R. to Q. B. sixth
32. K. R. P. one (*e*)	32. B. to Q. sixth
33. R. to Q. Kt. sixth	33. R. takes P.
34. B. to Q. Kt. fourth	34. Q. R. checks
35. K. to R. second	35. K. R. to Q. B. seventh
36. R. takes P.	36. B. to K. fifth
37. R. to Q. sixth (*f*)	37. R. checkmates.

Notes to Game V.

(*a*) Games at the odds of "Pawn and move," and "Pawn and two moves," usually lead to situations of intricacy and complication, and are therefore any thing but favourable to the blindfold player.

(*b*) This is not judicious, every exchange tends to lessen the complexity of the game, and renders it proportionably less difficult for the player without the board.

(*c*) Very thoughtlessly played.

(*d*) B. to Q. sixth, notwithstanding the threatened check from the Black Knight, would have been also a good move.

(*e*) The young player will observe that had Black captured the Bishop, he would have been checkmated next move.

(*f*) Play where he could, the game was gone. The effects of the oversight at move 14 were not retrievable.

GAME VI.

White (M'Donnell) gives the pawn and two moves, playing, as in the former game, without the board.

Black.	*White.*
1. K. P. two and K. Kt. to B. third	1. K. P. one
2. Q. Kt. to Q. B. third	2. Q. B. P. one
3. K. P. one	3. Q. P. two
4. P. takes P. (*en passant*) (*a*)	4. K. B. takes P.
5. Q. P. two	5. K. Kt. to B. third
6. K. B. to Q. third	6. Castles
7. Castles	7. K. B. to Q. B. second
8. Q. B. to K. Kt. fifth	8. Q. to her third
9. Q. B. takes Kt.	9. K. R. takes B. (*b*)
10. Q. Kt. to K. fourth	10. Q. to K. B.
11. Q. Kt. takes R. (check)	11. Q. takes Kt.
12. Q. to K. second	12. Q. Kt. to Q. second
13. Q. R. to K.	13. Q. Kt. to K. B.
14. Kt. to K. fifth	14. Kt. to K. Kt. third
15. B. takes Kt.	15. P. takes B.
16. Q. to K. Kt. fourth	16. K. to R. second
17. K. B. P. two	17. Q. Kt. P. one
18. Kt. takes Q. B. P.	18. K. P. one
19. Q. to K. Kt. fifth	19. Q. takes Kt.
20. K. B. P. takes K. P.	20. Q. B. to K. B. fourth
21. R. takes B.	21. P. takes R.
22. Q. takes P. (check)	22. Q. to K. Kt. third
23. Q. to K. R. third (check)	23. K. to Kt.
24. Q. to Q. Kt. third (check)	24. K. to R. second (*c*)
25. R. to K. third	25. Q. to K.
26. R. to K. R. third (check)	26. K. to Kt. third

Black.	*White.*
27. Q. to her third (check) (*d*)	27. K. to Kt. fourth
28. R. to K. Kt. third (check)	28. K. to R. third
29. R. to K. R. third (check)	29. K. to Kt. fourth
30. Q. to K. Kt. third (check)	30. K. to B. fourth
31. Q. takes P.	31. B. to Q.
32. R. to K. B. third (check)	32. K. to his third
33. Q. B. P. two	33. B. to K. second
34. Q. checkmates	34.

Notes to Game VI.

(*a*) Black has not succeeded in availing himself of the advantages obtainable from the odds he received at the commencement.

(*b*) By taking with the Pawn, White would have had a good game.

(*c*) Q. to K. B. second would, we believe, have been better play.

(*d*) Q. played at once to K. B.'s third would have shortened the game.

Bearing in mind the extreme difficulty of going through a long game without the board, to a player not thoroughly practised in this peculiar branch of Chess skill, we think these specimens are not likely to tarnish the brilliancy of Mr. M'Donnell's repute as a player.

These two games have never hitherto been published in a perfect form, and we are indebted to the kindness of Mr. Lewis for a correct transcript of the moves taken down by him at the time they were played.

GAME VII.

Mr. St——n.	Mr. P——t.
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. P. one
4. K. Kt. to B. third (*a*)	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. checks
7. B. to Q. second	7. B. takes B.
8. Q. Kt. takes B.	8. Castles (*b*)
9. B. to Q. third	9. Kt. to Q. B. third
10. Q. R. P. one	10. Q. B. to K. Kt. fifth
11. Q. to Q. B. second	11. K. R. P. one
12. Q. R. to Q. B.	12. Q. P. one
13. K. P. one	13. B. takes Kt.
14. Kt. takes B.	14. Kt. to K. R. fourth
15. K. Kt. P. one	15. K. Kt. P. one
16. Q. Kt. P. two	16. Q. to Q. second (*c*)
17. Q. to Q. second	17. K. to R. second

Mr. St——n.	Mr. P——t.
18. Castles	18. Q. R. to K.
19. Q. R. to B. third	19. Kt. to Q.
20. Kt. to K. R. fourth	20. Q. B. P. one
21. K. B. P. two	21. K. B. P. two
22. K. Kt. P. one	22. Kt. to K. Kt. second
23. P. takes P.	23. K. Kt. takes P.
24. Kt. takes Kt.	24. P. takes Kt.
25. K. to R.	25. K. R. to K. Kt.
26. Q. R. to Q. B.	26. Q. to K. B. second
27. Q. to Q. B. second	27. Q. R. to K. B.
28. K. R. to K. Kt.	28. Kt. to K. third
29. R. takes R.	29. K. takes R.
30. R. checks	30. K. to R. (*d*)
31. Q. to K. B. second	31. Q. to K. R. fourth (*e*)
32. B. to K. second	32. Q. to K. B. second
33. Q. to K. R. fourth	33. Q. to K. R. second
34. B. to K. R. fifth	34. Kt. takes Q. P.
35. R. to K. Kt. third	35. Q. Kt. P. one
36. B. to K. Kt. sixth (*f*)	36. Q. to K. Kt. second
37. B. to K. B. seventh	37. R. takes B.
38. R. takes Q.	38. K. takes R.
39. K. to K. Kt. second	
And, after a few more moves, the second player resigned.	

Notes to Game VII.

(*a*) Q. P. two squares would have been better play.

(*b*) We should have preferred advancing the Q. P.

(*c*) Well played; had the first player, at his next move, advanced Q.'s Kt.'s P. one square, to remove the opposing Kt., his adversary, by playing Q. to K. Kt. fifth, would have obtained a strong and attacking position.

(*d*) The King should have been played again to his Rook's second square.

(*e*) A lost move! which at a period of the game so critical was sufficient to decide the battle.

(*f*) By playing this B. to K. B. 7th, Mr. St—n would have saved time.

This partie is well and evenly contested throughout, and will amply repay the student of chess for his labour in examining it.

GAME VIII.

Played in Messrs. P——T and ST——N's match.

Mr. P——T.	Mr. ST——N.
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. K. P. two
5. Kt. to K. B. third	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. Kt. fifth
7. Q. B. to K. Kt. fifth	7. Castles
8. K. B. to Q. B. fourth	8. B. takes Kt. (check)
9. P. takes B.	9. Q. to Q. R. fourth
10. Q. to Q. third.	10. Q. P. two (*a*)
11. K. P. takes P.	11. K. P. one
12. Q. to her second.	12. P. takes Kt.
13. B. takes Kt.	13. R. to K. (check) (*b*)
14. K. to K. B.	14. P. takes B.
15. P. takes Kt.	15. Q. to K. R. fourth
16. K. R. P. one	16. P. takes P. (check)
17. K. takes P.	17. K. to R.
18. Q. to K. B. fourth	18. R. checks
19. K. to B.	19. Q. to K. Kt. third
20. B. to Q. third	20. Q. to K. Kt. seventh (check)
21. K. to K. second	21. Q. takes P. at her B. third
22. B. takes K. R. P. (*c*)	22. Q. to her Kt. fourth (check)
23. B. to Q. third	23. Q. to K. fourth (check)
24. Q. takes Q.	24. P. takes Q.
25. Q. R. to Q. Kt.	25. K. B. P. two
26. R. to Q. Kt. fifth	26. R. to K.
27. B. to Q. B. fourth	27. Q. R. P. one (*d*)
28. R. to Q. Kt. sixth	28. B. to Q. second
29. R. to K. R. sixth (check)	29. K. to Kt. second
30. R. to Q. sixth	30. B. to Q. Kt. fourth
31. K. R. checks	31. K. to R. second
32. B. takes B.	32. P. takes B.
33. Q. R. to K. Kt. sixth	33. Q. R. takes P.
34. Q. R. to Kt. seventh (check)	34. K. to R. third
35. K. R. to Kt. sixth (check)	35. K. to R. fourth
36. R. P. one	36. R. takes Q. B. P. (check)
37. K. to B.	37. R. (check)
38. K. to Kt. second (*e*).	

Notes to Game VIII.

(*a*) The opening of this game is carried on with much spirit by the second player. At the 10th move, his opponent would have obtained a

more advantageous position, we think, by taking the adverse K. Kt. instead of playing Q. to her third.

(*b*) Before giving this check, it was advisable to take the K. Kt. P. for the purpose of compelling the King to seek refuge on his Queen's side.

(*c*) The superiority acquired by the second player in the early part of the game, amply sufficient at one period to have ensured him victory, was given up by a supineness perfectly incomprehensible when exhibited in a match game. At the present point, his antagonist has the better position.

(*d*) Badly played.

(*e*) We now prefer the second player's game again; the utmost his adversary could do, if skilfully opposed, would be to make a drawn battle. Mr. S——, however, was not content with such an arrangement, and after some clever moves by Mr. P., he lost the partie.

GAME IX.

The subjoined Game was played some time since, between the Honorary Secretary of the London Chess Club and Mr. W. P. of the same Club.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. K. R. P. one
7. Kt. to R. third	7. Q. to K. second
8. Q. to Q. third	8. K. Kt. to B. third
9. Castles.	9. Kt. takes P.
10. R. to K.	10. K. B. P. two
11. B. to Q. fifth	11. Q. B. P. one
12. B. takes Kt.	12. P. takes B.
13. R. takes P.	13. B. to K. third
14. B. to Q. second	14. Castles
15. Q. R. to K.	15. R. to B. third
16. Q. to K. second	16. K. to B. second
17. Q. B. P. one	17. Q. P. one
18. B. to Kt. fourth	18. Q. takes B.
19. R. takes B.	19. Q. takes R. (check)
20. Q. takes Q.	20. R. takes R.
21. Q. to Kt. fourth	21. Q. Kt. P. one
22. P. takes P.	22. P. takes P.
23. Q. Kt. to its fifth	23. Kt. to B. third
24. Q. to Kt. third	24. R. to Q.
25. Kt. to B. seventh	25. Kt. takes P.
26. Kt. takes R.	26. Kt. takes Q.

Black.	*White.*
27. Kt. takes Rook (check)	27. K. to K. second
28. Kt. to B. sixth (check)	28. K. to Q. third
29. Kt. takes P.	29. Kt. to Q. fifth
30. Q. Kt. P. one	30. Kt. takes Kt.
31. P. takes Kt.	31. K. to B. fourth
32. K. to B.	32. K. to Kt. fifth
33. K. to K.	33. K. to B. sixth
34. Kt. to B. sixth	34. Q. P. one
35. Q. Kt. P. one	35. K. to B. seventh
And Black resigns.	

TO THE SECRETARIES AND HEADS OF CHESS CLUBS.

An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may, therefore, reasonably calculate on some assistance from the class peculiarly concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these Gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired that is remarkable, instructive and entertaining.

NOTICES TO CORRESPONDENTS.

CHESS.

P. W. B.—No. Mr. Lewis is the translator both of Carrera and Greco, and the author of the only Elementary Treatises on Chess worth consulting in English.

R. S.—We cordially thank our old and esteemed friend for his zealous efforts to promote the object we have in view. His two ingenious stratagems shall appear in due time.

L., Norfolk.—The match, by correspondence, between the Rev. H. Bolton and Mr. Staunton, we understand, is not finished.

X. Y., Ludlow.—When in town apply to the Honorary Secretary of the London Chess Club; or to Mr. Goode, at the new Chess Rooms, 39, Ludgate-hill.

J. G., Windsor.—We have received three or four communications on the subject. Two Knights cannot effect mate even with the assistance of the King. J. G. should make himself master of Mr. Lewis's capital Treatise, called "Chess for Beginners."

M.—The Chess Player's Chronicle may be obtained of any Bookseller, or at Goode's Chess Rooms, and Ries' "Grand Divan."

E. H. S.—The solution of Mr. Bolton's Problem, in 44 moves, which we published last week, is correct: our Correspondent should examine it more carefully. The *τετρεια* and Latrunculi more nearly resembled the game E. H. S. mentions, called "The Philosopher's Game," than Chess, with which neither Greeks nor Romans appear to have been acquainted. We cannot promise to reprint "Caïssa Rediviva;" it was intended and is suitable only for private circulation.

HEREFORD.—We have much pleasure in acknowledging the receipt of a very acceptable budget of Chess news; much of which we purpose making available for the pages of our Chronicle.

ANTI-QUACKS.—Need not be apprehensive we shall forget or neglect the subject. "The Treatise" shall have due attention. The paragraph to which Mr. Lewis's letter referred, appeared in the paper mentioned. We shall gladly find space for the promised "Sketches of Metropolitan Chess Players," and request they may be forwarded immediately.

CROYDON.—The best games played by the Automaton in England, were those with Messrs. Cochrane and Brand. The Automaton *did not* invariably conquer.

NORWICH.—F. may obtain the Chess Chronicle through Mr. Stacey, or any other respectable bookseller of Norwich; and as it is published in London on Friday, he may easily receive it by Saturday evening. Checkmate, in the position sent us, may be postponed three or four moves, by sacrificing the Kt.; but for which it would well deserve publication.

RORY.—Is "K. B. P. two a good method of opening the game for the first player?"—Yes. "What is the best answering move for the defence?"—Either "K. B. P. two," or "Q. P. two."

BATH, N——K.—The first series of "Lessons on Chess," we find, is out of print.

Pools of Chess are rarely played in this country, but very frequently in France. Some years since, M. Des Chappelles, M. De la Bourdonnais, and Mr. Cochrane played together a match, consisting of twenty-one pools; the first player giving to the other two the odds of a pawn and two moves, and they playing together upon equal terms. The result of the match, which lasted many days, was as follows:—

M. Des Chappelles won six pools.

M. De la Bourdonnais fourteen ditto.

And Mr. Cochrane was a winner of only one pool.

It is much to be regretted that a series of games so interesting as these must have been was not preserved.

We have received, but too late for examination this week, the Sixth Edition of Johann Allgaier's "Anweisung zum Schachspiele Vienna;" and also a *Seventh* Edition of the same work, containing ten new tables.

SKETCHES OF THE LIVES OF EMINENT MEN.

ANCIENT AND MODERN PHILOSOPHERS.

No. I.—GALILEO.

INTRODUCTION.

In presenting a series of "Lives of Eminent Men," to the readers of the British Miscellany, it is not proposed to do so at any precise length, in any fixed order, or according to any specific chronological or consecutive serial arrangement. Thus, instead of a continuous set of papers appearing on the lives of certain philosophers, poets, or historians, it may happen that the biography of a Tuscan philosopher may be succeeded by that of a Greek or Roman poet—that by the memoir of a British statesman or ecclesiastic—and that again, by the life of an historian of ancient or modern times. And this will be seen to be matter of secondary consideration only, as the object is not so much to detail, in a prescribed order, the lives of *classes* of men, as to familiarize the public mind with the habits, pursuits, and characters of celebrated individuals of different eras, and of diverse pursuits; and also to impart, in a commodious and popular form, a knowledge of the leading events of the periods in which they flourished.

Of all the branches of knowledge which have ever engaged the attention of the wise and the good, that which will obviously first claim our attention, is that of experimental philosophy; not only because it may in some respects be regarded as coeval with creation, but because it has been the means of conferring so large an amount of happiness upon mankind, mentally, morally, and physically. And the varying fortunes of Galileo—the important discoveries he made, and the persecutions to which they subjected him—the times in which he lived—the influence which he exercised on the system of philosophy then in vogue—the impetus which he gave to the advancement of experimental philosophy—and the position which he rightfully holds in the philosophical and scientific world generally—prove him not unworthy to receive precedence of consideration over his cotemporaries or immediate predecessors.

Before entering, however, upon any detailed account of Galileo's life and later pursuits, it may not be uninteresting or unimportant, as introductory to the lives of the "Eminent Modern Philosophers," to glance at the progress of physical science previous to the revival of letters in Europe, and at its condition at the time when Galileo may be said, by reason of his investigations and experiments, and the truths which he established, to have effected an entire revolution in experimental philosophy.

Philosophy, then, may be described as a process of reasoning in knowledge, natural and moral, in a search after truth, or, as it has been other-

wise defined, "that love of wisdom which invites to the pursuit of important and useful science."* It is not to be supposed, that it has been at all times progressive. On the contrary, philosophy and science have had their ebbings and flowings, their rising and falling tides; and, even amidst their most lustrous eras, there have been times of darkness and shadow. In fact, till within little more than two centuries ago, for a long series of ages, natural philosophy continued to be stationary, or even to decline. †

Philosophy (comprehending under the term *Metaphysical and Ethical Philosophy*, and *Mathematical and Physical Science*) has relation to three distinct epochs:—

I. The *Ancient*.
II. The *Middle*.
III. The *Modern*.

The first of these eras comprises the Barbaric and Grecian Philosophy, commencing with the origin of science, and terminating with its decline and final extinction in Alexandria, by the invasion of the Saracens, and the destruction of the Alexandrian Library, A. D. 640. The second includes a period of about 1000 years, *viz.*—from the commencement of the middle ages to the revival of letters, down to the beginning of the seventeenth century,—that is, to the time when Dante, Petrarch, Boccaccio, Ariosto, Aretino, Politianus, and others, spread a taste for literature throughout Italy, and led the way for Erasmus and More, and for Copernicus, Kepler, Galileo, and Bacon, to dissipate the long night of the middle ages, by a general diffusion of knowledge and wisdom. The third of these epochs embraces the progress of science from the discoveries of Newton to the present time.

It is the two former of these periods only which claim our attention at present; and it is the Mathematical and Physical Sciences, rather than the various systems of metaphysical and ethical philosophy with which we have now to deal.

As the philosophical and scientific researches which characterized the primitive ages were naturally much restricted, so our knowledge of the discoveries and amount of information of the earlier philosophers must necessarily be very obscure. Their speculations, indeed, were mixed up with so many errors and extravagancies, that, "in attempting to trace the vestiges of early science, we find ourselves involved in no small degree of confusion and uncertainty, among conflicting claims and fictitious pretensions."‡

The Hebrew, the Chaldean, the Chinese, the Indian, and the Egyptian systems of philosophy, strictly speaking, however they may have prepared the way for the speculations of the sages of Greece and Rome, so far as our information permits of our judging, never attained to any

* Enfield's Hist. Phil. † Life of Galileo, Lib. Usef. Know.
‡ Prof. Powell's Hist. Phil.

degree of excellence; and of physical science they were almost totally ignorant.

Astronomy, from obvious causes, must necessarily have been the science the first to attract attention, and that which would in all probability be the most successfully prosecuted. The observations of the early astronomers, however, were limited merely to observations upon the larger luminaries; whilst, among the Chaldeans, the Egyptians, the Etrurians, and others, their knowledge, or, more properly speaking, their *ignorance* of the stars, was rendered subservient only to the cabalistic arts, to augury, soothsaying, and astrology.

The Hebrews were doubtless indebted for their scientific knowledge to their connection with Egypt. For we read that Moses "was learned in all the wisdom of the Egyptians." Nevertheless the extent of their acquirements seems to have been extremely circumscribed.

The Chaldeans appear to have obtained the farthest insight into the principles of astronomical science of any of these more remotely existent nations, and "to have furnished the first materials for those comparisons of the state of the heavens at distant periods, by which the great progressive changes in our system have been brought to light."* They seem to have had some knowledge of eclipses. According to Diodorus Siculus (II. 8.), they were led to observe the motions of the planets; and by other authorities, they have had ascribed to them an acquaintance with the nature of comets, with the duodecimal division of the day, and the use of the gnomon; whilst Ptolemy has handed down a series of astronomical calculations, made by them, beginning with the era of Nabonassar, B.C. 747. Their knowledge, however, was not sufficient to lead them to a correct notion of the nature of either the celestial or the terrestrial bodies, if it be true, as it is asserted of them, that they taught that, upon all the planets meeting in Cancer, the world would be destroyed by fire; and when in Capricorn, by a flood—or that the true figure of the earth is typified by a boat. The science of astrology seems to have been that to which the Chaldeans chiefly directed their attention; so that whatever their attainments might really have been, it is evident that their application was ill directed, when it led them to assert their possession of the power of divination; of foretelling future events; of conferring good and of averting evil; and further that the affairs and destinies of men are governed by the stars, whose action they pretended to read. "The name of Chaldean soothsayers is familiar upon the page of history, from the remotest times, and their profession no doubt originated in the circumstance of their being the first to pay attention to the motions of the heavenly bodies."†

There is perhaps no country in the world which has made such extravagant pretensions to antiquity, whether of origin, or of philosophical

* Professor Powell.

† Encyclopædia Metropolitana, div. 3, vol. i. Introduc. to Greek Philosophy.

acquirement, as the Chinese, and yet with so little positive ground for it. According to Father Du Halde, they are reputed to have observed an eclipse so early as B. C. 2155. This, however, could not possibly have been the case, whatever the claims that may be made upon their behalf, inasmuch as when first visited by the Jesuits, it appears that they were incapable of calculating eclipses, or of making any celestial observations whatever; added to this, they were either of Scythian or Tartar origin, and the Scythians themselves were unknown till about B. C. 637.* Various accomplishments and inventions have also been ascribed by the Chinese to their earlier emperors, Fohi, Shin Nong, Whang Ti, Yao, and others; but these are to be regarded only as so many idle fables. Indeed, whatever their pretensions, the Chinese appear really to have possessed but few philosophical attainments. According to Mr. Davis, in a learned paper in the *Philosophical Transactions* of 1823, they were wholly ignorant of astronomy, until its introduction among them in the middle ages by the Arabians. With geometry as a science the Chinese were equally unacquainted, for the Jesuit Missionaries found among them very little knowledge of the properties of space—a few rules for mensuration and the famous property of the right angled triangle being all that they could ascertain.†

With respect to the Indians, opinion has been much divided. It is probable that at a distant period they had made some considerable progress in the mathematical sciences. In fact, from the circumstance that some of the most distinguished men of Greece visited that country, there can be but little doubt that, in comparison with the rest of the world, it must at an early period have been one of eminent attainments.‡ "It appears," says Professor Powell, "from the testimony of all who have inquired into Indian literature, that they were early conspicuous for their acquaintance with algebra; they have evinced particular skill in the solution of problems of the class called intermediate; their astronomical tables prove that they were acquainted with the principal theorems of spherical trigonometry; and their tables of sines appear to be calculated by means of second differences."

The ancient Arabians seem to have had little if any thing more than a slight acquaintance with the astronomical sciences.

The Phœnicians, great in history as the merchants of Tyre and Sidon, and for ages unequalled as navigators and colonists, were skilled in astronomy and arithmetic. To them the invention of letters has been ascribed,§—Cadmus, a Phœnician by birth, having been, according to

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* Ency. Met. History, Cap. Introduc.

† Pen. Cyclop. Art. Geometry.

‡ Ency. Met.

§ These and similar matters, from the conflicting opinions of different authorities, are necessarily very uncertain. According to Diodorus Siculus, the honour of the first invention of letters is due to Thoth, the father of Egyptian literature. Herodotus

has been matter of much dispute; nevertheless, whatever its extent, it is equally certain, that it was by no means general, it being for the most part restricted to the priests, who adopted hieroglyphical characters, which they taught only to the initiated, and who so sedulously concealed their attainments from the bulk of the people, that they secreted their literary treatises in their temples. These symbols it is now impossible to decipher in such a manner as to throw any light upon their scientific acquirements; added to which, the priests were accustomed to use alphabetical writing to explain their characters, and but with few exceptions these hieroglyphical writings are lost; so that we are almost entirely deprived of the means of estimating the sum of their scientific or philosophical attainments, or the operation of them in the promotion and developement of philosophy among the Greeks. The generality of writers upon these points, however, agree with Brucker, that there is no sufficient ground for admitting these high pretensions; but that Egypt is unquestionably to be ranked amongst the most ancient civilized countries, and that it was early famous for wisdom—that is, we might add, *the wisdom of those times.*

(To be continued.)

EDITOR'S SCRAP WALLET.

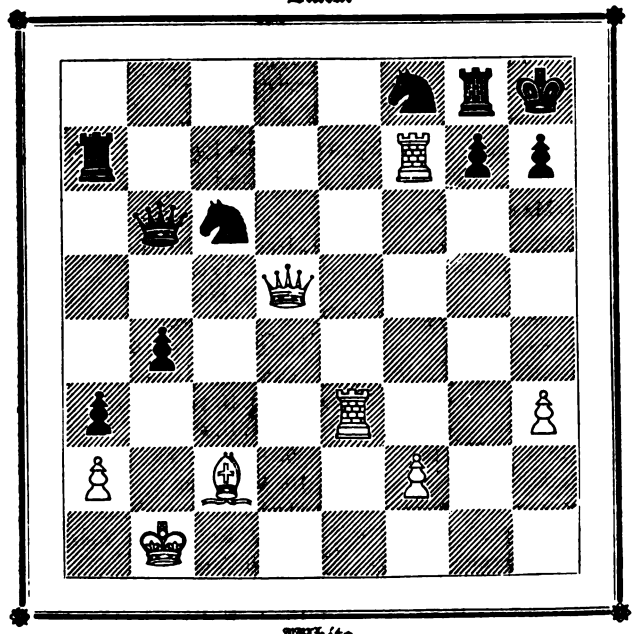
From an English abridgment of Olaus Magnus' History of the Goths, Swedes and Vandals, we read that "It is a custome amonst the most illustrious Goths and Swedes, when they would honestly marry their daughters, to prove the disposition of the suitors that come to them, and to know their passions especially by playing with them at tables or Chess, (*in ludo latrunculorum seu Schacorum*). For at these games, their anger, love, peevishnesse, covetousnesse, dulnesse, idlenesse, and many more mad pranks, passions, and motions of their minds, and the forces and properties of their fortunes are used to be seen: as whether the wooer be rudely disposed, that he will indiscreetly rejoyce, and suddenly triumph when he wins; or whether when he is wronged he can patiently endure it, and wisely put it off."

La Peyrere in a letter to Mr. de la Mothe de Vayer, 1664, remarks—"The Icelanders are all players at Chess, and there is no poor peasant in Iceland, but what has his Chess-board and men, made of fish-bones, with his own hands, and carved with the point of his knife. The only difference between their pieces and ours is, that our Fools (*Fous*) are Bishops with them, as they hold that ecclesiasticks should be near the king's person. Their Rooks are little captains which the Iceland students call Centurions. They are represented with a sword by their side, and with swoln cheeks sounding a horn which they hold in both hands."

PROBLEM, No. 5.

White, playing first, checkmates in five moves.

Black.



White.

This clever stratagem is taken from Mr. Lewis's collection of unpublished MS.

TO THE EDITOR OF THE BRITISH MISCELLANY AND CHESS PLAYER'S CHRONICLE.

SIR:—Enclosed are Two Games, extracted from a Work which was printed at Madras in 1829, entitled "Analysis of the Muzio Gambit, and Match of Two Games at Chess, played between Madras and Hyderabad, with Remarks, by Ghulam Kassim, of Madras, (who had the chief direction of the Madras Games,) and John Cochrane, Esq., of the Madras Civil Service."

One feature in this Treatise on the Muzio Gambit is a variation from the customary mode of playing this particular opening, in the first player advancing Q. P. *two squares*, at the fifth move, instead of Castling.

The idea of this move occurred to me as far back as 1817; and I then mentioned it to Sarratt, and afterwards examined it with Mr. Brand, who

White. (Mr. Lewis.)	*Black.*
23. K. to K. B. fourth (*e*)	23. K. R. to Q. B. fourth
24. Q. B. P. one	24. Q. Kt. P. one
25. P. takes P.	25. P. takes P.
26. Kt. to K. fifth	26. K. R. to Q. B. seventh
27. Q. R. P. two	27. K. R. takes Q. Kt. P.
28. K. R. takes Q. B. P.	28. K. R. to K. B. seventh (ch.)
29. K. to his third	29. R. to K. B.
30. Q. R. to Q. B.	30. Q. B. to Q. R. third
31. K. R. to Q. B. seventh	31. R. takes R.
32. R. takes R.	32. K. to Q. third
33. R. to Q. R. seventh	33. K. takes Kt.
34. R. takes B.	34. R. to Q. Kt.
35. R. to Q. R. fifth (check)	35. Q. P. two
36. P. takes P.	36. P. takes P.
37. K. to Q. third	37. R. to Q. B. sq.
38. R. to Q. Kt. fifth	38. R. to Q. B. sixth (check)
39. K. to Q. second	39. R. to Q. B. fifth
40. Q. R. P. one	40. R. to K. B. fifth
41. Q. R. P. one	41. R. to K. B. seventh (check)
42. K. to Q. third	42. R. to Q. R. seventh
43. R. takes Q. Kt. P.	43. R. takes Q. R. P.

DRAWN GAME.

Notes to Game XI.

(*a*) Q. to K. B.'s third square is now allowed to be the best move for the defence.

(*b*) By permitting the advance of the Q. P. two squares, the second player seriously embarrassed his men.

(*c*) Having gained a piece at the opening, the second player at this stage of the game had no deficiency of force; but we prefer the position of the White pieces.

(*d*) Badly played.

(*e*) One of the most striking and instructive features in the game of this distinguished master, is the skill he displays in making his King available as the termination of the battle approaches; and the importance of thus bringing the King into operation with his pieces (especially after the Queens are gone), cannot be too strongly impressed upon the student of Chess.

GAME XII.

Lively Game, recently played at GOODE'S CHESS ROOMS, Ludgate Hill, between Mr. S—— and a Member of a leading Provincial Chess Club.—The White pieces were played by Mr. S——.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second (*a*)
5. Q. P. two	5. K. P. takes P.
6. Castles	6. Q. Kt. to K. fourth
7. Kt. takes Kt.	7. Q. takes Kt.
8. K. B. P. two	8. P. takes P. discovering check
9. K. to R.	9. Q. to Q. fifth (*b*)
10. Q. to her Kt. third	10. K. Kt. to R. third
11. Q. Kt. takes P.	11. Q. B. P. one
12. Kt. to Q. R. fourth	12. Q. Kt. P. two
13. Kt. takes B.	13. P. takes B.
14. Q. to Q. R. third	14. Kt. to K. Kt. fifth
15. K. R. P. one	15. K. R. P. two
16. K. P. one	16. Q. R. P. two
17. Q. B. to Q. second (*c*)	17. Q. takes B.
18. Kt. to K. fourth	18. Q. to her sixth
19. Kt. to Q. sixth (check)	19. K. to B. (*d*)
20. Q. Kt. P. one	20. K. to K. Kt.
21. K. R. to B. third	21. Q. to her fifth
22. Q. R. to K. B.	22. Kt. to K. sixth
23. Q. R. to K. B. second	23. Q. to her eighth (check)
24. K. to R. second	24. Kt. to Kt. fifth (check)
25. K. to Kt. third	25. Q. to K. R. eighth
26. Q. R. to K. B. (*e*)	26. Q. to K. R. seventh (check)
27. K. to R. fourth	27. Q. takes K. Kt. P.
28. Kt. to K. B. fifth	28. Kt. takes K. P.
29. Kt. to K. seventh (check)	29. K. to R. second
30. K. R. to B. second	30. Kt. to Kt. third (check)
31. Kt. takes Kt.	31. Q. takes Kt. and wins.

Notes to Game XII.

(*a*) To prevent his opponent playing Q. P. two. Writers upon Chess are divided in opinion concerning the merits of White's move. Sarratt strongly recommended its adoption; later writers, however, decry it, asserting that the second player may safely advance the "Queen's Pawn two," in defiance of it. We trust Mr. Lewis, in his forthcoming Work, will give some consideration to this now almost obsolete move, which we are disposed to consider very much undervalued.

(*b*) Black's last three moves are those laid down in the books. It is then supposed that White either takes the adverse Q. Kt. P. with P. or retires his Q. It appears to us that playing the Q. to her fifth is by far the best move.

(*c*) Black obtained some attack by this sacrifice, but not sufficient to compensate for his losses.

(*d*) The best move.

(*e*) Had he ventured to capture the Knight instead of making this move, he would have been mated at once with the Rook's Pawn.

GAMES PLAYED BETWEEN MONS. DE LA BOURDONNAIS AND MR. M'DONNELL.

THE conductors of this Miscellany having been repeatedly and pressingly solicited to publish a reprint of these masterly Games, and believing that a complete collection of them, accurately printed, accompanied by illustrative and explanatory notes, cannot fail to be acceptable to the great body of Chess Amateurs, have perfected arrangements for commencing the series in the present number.

The first Match, consisting of Twenty-one Games, between these distinguished competitors, was played in June and July, 1834; and of this, the following was the opening Game.

GAME XIII.

In the Match of Twenty-one Games, begun in June, 1834, between Mons. DE LA BOURDONNAIS and Mr. M'DONNELL. (Game the 1st.)

M. DE LA B.	Mr. M'D.
1. K. P. two	1. K. P. two
2. Q. P. two	2. P. takes P.
3. K. Kt. to B. third	3. Q. B. P. two (*a*)
4. K. B. to Q. B. fourth	4. Q. Kt. to B. third
5. Q. B. P. one	5. Q. to K. B. third
6. Castles	6. Q. P. one
7. P. takes P.	7. P. takes P.
8. K. Kt. to Kt. fifth	8. K. Kt. to R. third
9. K. B. P. two	9. K. B. to K. second
10. K. P. one (*b*)	10. Q. to K. Kt. third
11. P. takes P.	11. Q. takes P.
12. Q. Kt. to R. third	12. Castles
13. K. B. to Q. third	13. Q. B. to K. B. fourth
14. Q. Kt. to B. fourth	14. Q. to K. Kt. third
15. K. Kt. to B. third	15. B. takes B.
16. Q. Kt. to K. fifth	16. B. to Q. B. seventh
17. Kt. takes Q.	17. B. takes Q.
18. Kt. takes B. (check)	18. Kt. takes Kt.

M. De la B.	Mr. M'D.
19. R. takes B.	19. K. Kt. to K. B. fourth (*c*)
20. K. Kt. P. two (*d*)	20. K. Kt. to K. sixth
21. B. takes Kt.	21. P. takes B.
22. R. to Q. seventh (*e*)	22. K. R. to K.
23. Q. R. to K.	23. Kt. to K. Kt. third
24. K. B. P. one	24. Kt. to K. B. fifth
25. R. to Q. fourth	25. Kt. to R. sixth (check)
26. K. to Kt. second	26. Kt. to K. B. seventh
27. R. to Q. B. fourth	27. Q. R. to Q.
28. K. R. P. one	28. K. R. P. one
29. Q. R. to K. second	29. Q. Kt. P. two
30. R. to Q. fourth	30. R. takes R.
31. Kt. takes R.	31. Q. R. P. one
32. K. to K. B. third	32. Kt. takes R. P.
33. R. takes P.	33. Kt. to Kt. fourth (check)
34. K. to B. fourth	34. R. takes R.
35. K. takes R.	35. K. Kt. P. one
36. P. takes P.	36. P. takes P.
37. Kt. to Q. B. sixth	37. Kt. to K. third
38. K. to K. fourth	38. K. to B. second
39. K. to K. fifth	39. K. R. P. one
40. P. takes P.	40. P. takes P.
41. K. to K. B. fifth	41. Kt. to Q. B. second
42. Q. Kt. P. one	42. K. to his square
43. Q. R. P. two	43. P. takes P.
44. P. takes P.	44. Kt. to Q. fourth
45. K. to Kt. fifth	45. Kt. to K. second
46. Kt. to Q. Kt. eighth	46. Q. R. P. one
47. Kt. to Q. R. sixth	47. Kt. to K. Kt. third
48. K. takes P.	48. Kt. checks
49. K. to Kt. fifth	49. Kt. to K. third (check)
50. K. to B. fifth	50. K. to Q. second
51. K. to his fifth	51. Kt. to Q.

AND THE GAME WAS DECLARED DRAWN.

Notes to Game XIII.

(*a*) This move is not so good as checking with K.'s Bishop.

(*b*) Black's pieces are now grievously embarrassed, but his opponent's next move serves, in some degree, to liberate them.

(*c*) The four or five preceding moves are cleverly played on both sides; we think, however, the skirmish has not improved the aspect of White's game. The second player's pieces have full scope for action, and he still retains the advantage of an extra pawn.

(*d*) It may be serviceable to the young player, to remark, that, had White, instead of this move, taken the pawn with Knight, he would have lost a piece by his adversary playing Rook to Queen's square.

(*e*) De la Bourdonnais would have obtained a better game, we think, by playing his Rook to Queen's third.

In the above Game there is nothing calling for particular comment; it is well and steadily played throughout, and reflects credit upon Mr. M'Donnell from the coolness and precision displayed in his first "joust" with so distinguished an opponent.

NOTICES TO CORRESPONDENTS.

CHESS.

"D. J., RIES' DIVAN."—We purpose taking an early opportunity of soliciting attention to the subject; but we must decline the insertion of D. J.'s letter, which is in no respect adapted for publication. The promised reprint of De la Bourdonnais and M'Donnell's Games commences in the present number, and will be continued until the whole of them are given.

"C. B. W. (NORWICH POST-MARK.)"—The solution is incorrect. At the 6th move of the variation (*a*) "Rook to K. B. 4th mates," the Rook must make a Kt.'s move to reach the square named.

"R. P. L., VAUXHALL."—The highly ingenious thesis upon the Knight's leaps is deserving of more attention than we have leisure this week to bestow on it. Before the appearance of our next number we hope to be enabled to give it due consideration.

"W. F. H., MANCHESTER."—Every facility for the enjoyment of a *quiet* game at Chess is afforded in Goode's commodious and elegant Chess Rooms on Ludgate Hill—the "Trysting" place now of the finest players in the metropolis.

"F. M—G's" game is "all too weak" for our Chronicle; and there are several clerical errors in it which we have no time to correct.

"G. R., LEAMINGTON," and "A TEMPLAR."—The article on the Automaton Chess Player, which was commenced in our First Series, will be completed in an early number.

"CLERICUS."—We are justly proud of the good opinion this esteemed correspondent entertains of our exertions, but must confess his suggestions do not appear to us available.

"A CITIZEN."—Yes. Surpassing our most sanguine anticipations; the whole of the first impression was disposed of early in the week.

"A CONSTANT SUBSCRIBER," is not an attentive reader; we answered his query in the last number.

"J. M." Had better send his communication to the person mentioned.

We have particularly to request that the Secretaries of the various Chess Clubs throughout England will furnish us with a list of their several Clubs, and an account of any Matches in which they may be engaged; as we propose keeping a correct register of all Matches played in future.

AGNES HAMILTON—THE CLERGYMAN'S DAUGHTER.*

BY J. HEMMING WEBB.

CHAP. III.

"Who shall school the heart's affection?"—*Haynes Bayley.*

THE Curate's illness had rendered it necessary for him to obtain assistance in the discharge of his clerical functions. In this he succeeded, through the kindness of an old and esteemed friend, resident in a distant part of the country.

Upon the history of that friendship, which existed between Henry Moreton and the Clergyman, so early begun and so long continued, suffice it for the present to remark, that it had commenced in very childhood. They had been playmates when children, school-fellows, form-fellows and bosom companions in youth, chums at Oxford, and, till time and circumstance interrupted their more intimate communion, they had been almost inseparably united. Alas! how seldom do we find that friendships thus born in the morning of our days, and surviving through a succession of seasons of existence, endure till life's close. And even when they do, such is the changeableness of our nature, they seem only to linger on the thresholds, where once they had been dwellers upon the very hearths. No sooner do we step out upon the stage of the great theatre—the world—to enact our parts in its busy and ever shifting scenes, than its pleasures, its businesses, and its cares, interpose between us and our young and fondly cherished affections. Our habits, our views, ay, and even our very feelings, alter. On a sudden we seem to emerge the butterfly from the chrysalis to meet with new joys, new hopes, new expectations, and almost a new existence. Not that we altogether cast aside our older companions as things worthless or worn out, but our walks in life diverge: we no longer journey together upon the same road as we formerly did, side by side and hand in hand, with thoughts and wishes akin. But we push on *alone*, in desire and feeling, as if self were the only idol to be worshipped, until we become egotistical even in our very affections and pleasures; and so lured by some *ignis fatuus*, which we picture to ourselves as happiness at some future time to be attained, we perpetually reach out towards that which is before, and never turn to heed that which we have passed in the race, or left behind us at our starting. It is not so much that we forget those to whom in boyhood we were attached, as that, if the truth must be told, we grow more hard and more selfish, from our contact with the world; and that, from the claims which arise upon our thoughts, or which we invent for ourselves, we are brought to feel as if we had no time and no care for such remembrance. Even when we come across their path, in their

* Continued from page 227, First Series.

erratic wanderings, as men, there is scarcely so much as an attempt at recognition; and by the time we have passed into the crowd again, the vacant thought—as flashed the remembrance—that we had been looking unconcerned—emotionless, upon once dear and well-remembered faces, has fled. It is the way of the world; and the best natured *boy* as well as the worst, let him only mingle in the whirl of life, as a *man*, will alike, although perhaps not equally, imbibe its maxims, and bend to its cold conventionalities. But this is episode! In thus conversing, as it were, with our inner selves, in which to the thoughtful, and to the imaginative mind, there is so much that is pleasing, we stray from our more obvious course, and lose ourselves in a labyrinth of wayward fancies—most delicious reveries.

Such, although not to the extent described, was the case with the Curate and his early companion. They had been, "while life was in its May," the all-in-all to each other, the Damon and Pythias of their circle. But they too had grown—not *indifferent*, but *less mindful*. The "Squire," as Henry Moreton was generally denominated, had married, at a much earlier age than the Clergyman, a lady of fortune and of high connections; Walter Hamilton had—but no! we shall have to speak of his "young days" hereafter. The jostling of the quick and anxious world, then, the duties incumbent upon his new position, as a husband and a father, the new life which he had to enact—similar yet dissimilar to the former one of Moreton—on the one hand; and the staid, quiet and unobtrusive habits—the still life, wherein all is passionless and tranquil, and feeling itself has grown mute and icy from disappointment and heart-chill—that apparent suspension of emotion, which is the sign of the overwrought passion, or of the spirit-crushing sorrow which has preceded it—the new, but so different life, of Hamilton—on the other, had hitherto prevented the two friends from renewing that closer intimacy which had been somewhat rudely broken in upon. Their regard for each other, however, had really suffered neither diminution nor estrangement; consequently when, in his extremity, the Clergyman wrote to Moreton, telling him of the strait in which he was placed, he received a reply, couched in terms of kindliness, borne to him by an only son, who was patiently waiting to step into the shoes of an aged predecessor in a valuable family living.

Charles Moreton was a young man of about eight and twenty, of a well-cultivated mind, of handsome person, and gentlemanlike demeanour. There was nothing peculiarly striking in his appearance, either as to undue care or negligence in dress, nor did he indulge in any of those "tricks" of affectation which men are pleased to assume when they fancy themselves eccentric. He had, however, an air of sedateness and reserve, which told of the depth of his mind, and of the subdued strength of his feelings. There dwelt within him a manly and generous spirit, a heart overflowing with love for his species, with charity

for erring humanity, and with compassion for the children of affliction—and which, when once it had been touched by the hand of friendship, would hold on firmly to the last, heedless of the sneer of the contemptuous, or the sarcasm of the supercilious; and equally regardless of the opinion of the world, whether it stooped to condemn, to fawn, or to flatter. He was not a man to do things by halves, or by fits and starts—to make friends to be cast away when some new toy of the hour should present itself. But he read the minds of men, as well as scanned their looks; he scrutinized their actions, as well as listened to their words; and, wherever he met with a mind congenial with his own, and actuated by the same true-heartedness, then he made for himself friends never more to be slighted or forgotten. He, unlike the mass, was a man that you *might* know; there was such a singleness of heart in all that he said and did. Not that his mind was a sea, to be fathomed at a single casting of the plummet, or a fair page to be comprehended at a single glance. But the longer you lived with him, and the more you saw of him, and conversed with him, the more would you discover of his real character; and the more would your heart yearn after his companionship and his esteem.

Happily there are many such in the world, both of younger and of riper age, although fortune and fame are apt to look coldly upon them and to pass them by, as if in scorn or pity, in the dispensation of her favours,—men whose truth and honour you could no more doubt, than you could disbelieve that the world revolves or that the stars give light. Yes, we know some such ourselves, to whom we are bound by a kind of brotherly tie; whilst others there are, who to us are as second fathers, benefiting us by their counsel and admonition, honouring us with their friendship and accepting the homage of our gratitude in return—who traverse with us the fair green earth, and picture to us all that is beautiful and bland,—teaching us that there is something goodly and loveable, not only in the magnificent and the beautiful of Nature's offspring, but also in the smallest and the meanest of her productions—enlarging our hearts, and infusing into our souls some of their own nobility of principle, and universal sympathy and love. Such are the apostles of light and knowledge—apostles at whose feet we could sit and talk and dream and wonder life away. Reader, whoever you are, we crave pardon (*if* pardon be needful) for these our digressions; doubting not that we shall receive your forgiveness if at times we steal you away from thoughts, that are of the present and of the earthy, whilst we unfold to you some of the mystical workings of the immortal principle, which strives with our grosser being in the vain struggle for emancipation from the clods which bind it to mortality. For we write not merely to please your fancy, by any ingenuity we may display in the construction of our tale, by the intricacy of our plot, or by the startling incidents which reveal it, but to

talk with you as heart may speak to heart—to bear you with us at our pleasure over hill and dale, and moor and mountain—and to bid you stop by the laving fountains and by the babbling brooks, by the cottage and the palace, to converse as the brother to the brother, of the sacred spirit which pervades and enriches all, and of the thoughts laid in the heart's innermost recesses; and thence to extract, for your own soul, virtue and peace, and light and radiance and love.

Such then was Charles Moreton, at the age of eight and twenty, when he presented himself at the Clergyman's cottage, not so much calculated to excite sudden interest as to win upon you by degrees—his heart unoccupied by a thought of love, and his mind unburthened by a single care, and with a disposition affectionate and generous and kind. Though not in love, he was just the man to fall in love with one who might appear to him worthy of his esteem: for the warm-hearted are ever sympathetic—and sympathy is not seldom the herald of affection.

That Charles Moreton should have been sensibly alive to the beautiful traits which exhibited themselves in the various phases of Agnes's character, can be matter neither of doubt nor astonishment. For her ingenuousness, her tender and affectionate heart, her simplicity, and even her very enthusiasm, were qualities sure to attract his attention, and engage his esteem. Hence, as may easily be imagined, but little time was requisite for regard to grow into admiration, and for admiration to ripen into love.

Insensibly and almost unconsciously the passion stole over him, until at length it had so enthralled him that he could have become that young girl's slave. He hardly knew why, but so it was, that her very presence seemed to him a desideratum—almost a necessity. He had been so fascinated by her gentle demeanour, by her artless manners, and by her watchful solicitude at her sick parent's couch, and he had been so struck by the capacities of her large and well-informed mind, that she became to him as his second self. They walked abroad together, together they perused their favourite authors, and together conversed of all that looks bright and blissful to youthful minds—of every thing but love. There was so much simplicity and delicacy in the mind of Agnes, that Charles Moreton knew not whether to hope or to despair; and for fear of an adverse answer, he had dreaded to ask whether he occupied a place in her affections. He could not endure her absence, and yet he often seriously questioned himself whether he did rightly in seeking her presence. Ought he to cherish the passion which he knew not how to restrain? and did he avow himself her lover, what might be his father's feelings upon the subject?—what might be the feelings of the Curate—what those of Agnes herself? Still, almost unquestioned, wherever Agnes might chance to be he sought her out, from chamber to chamber, tracking her footsteps from the parlour to the little summer-house, and from the

summer-house to the study; for he had ever some new reading of a choice passage to suggest, some exquisite gem of thought to communicate, or some new treasure of knowledge to present to her.

The Clergyman had noticed these tokens of attachment on the part of Moreton towards his child; and though secretly well pleased at them, he scarcely dared to cherish the hope of the union of his daughter and the son of his earliest friend, in the most sacred and the most endearing of all earthly ties. He determined, therefore, as a duty to all concerned,—to himself, to his child, and not less to Moreton,—to question his young associate upon the subject, and to point out to him the probability of his being the object of self-deceit, and of the possibility, if such were the case, of the ruin of his daughter's happiness, by her heart becoming entangled in affections which could never be returned.

However good the intention, there was not a little difficulty in its fulfilment. The Curate was a man of a peculiarly sensitive mind, and consequently, whilst he could perceive, on the one hand, the dangerous position in which his daughter was placed, as the constant companion of a young and warm-hearted man, he could not but perceive also, that if he did mention the matter to Moreton, he might be laying himself open to the imputation that he was seeking to entrap his friend into an avowal of attachment. It is no wonder, then, that when three whole months had passed away, the question yet remained unasked, and that Moreton found himself still the Clergyman's assistant and his guest.

Whilst these thoughts were passing in the mind of Walter Hamilton, Charles Moreton was indulging in dreams of happiness, and drinking in large draughts of love, still uncertain whether to Agnes he was more than a brother or a friend.

At length he received an intimation that the incumbent of the family living had deceased, and that it was desirable he should return home as speedily as he could. He therefore resolved no longer to postpone, as he had hitherto done, from day to day, questioning Agnes upon the state of her heart; and so determined to unfold his feelings to her on the very next day, and to bind his future destiny by the answer he should receive.

(*To be continued.*)

A MORALITY ON CHESS.

BY THE LORD POPE INNOCENT.

"THIS whole world is nearly like a Chess-board, one point of which is white, the other black, because of the double state of life and death, grace and sin. The *familie* of this Chess-board are like the men of this world; they all come out of one bag, and are placed in different situations in this world, and have different appellations. One is called King, another Queen, the third Rook, the fourth Knight, the fifth Alphin, the

sixth Pawn. The condition of the game is that one takes the other, and when the game is finished, as they all came out of one bag they are put into the same place together. Neither is there any difference between the King and the poor Pawn; and it often happens that when one *familia* is thus put by to rest in its bag, the King lies at the bottom, just as the great will find themselves in their transit from this world to hell. In this game the King goes and takes in all the circumjacent places in a direct line, a sign that the King takes every thing justly, and that he must never omit doing justice to all uprightly; for in whatever manner a King acts it is reputed just, and what pleases the sovereign has the vigour of law. The Queen, whom we call *Fers*, goes and takes in an oblique line, because women being an avaricious breed (*genus*), whatever they take beyond their merit and grace, is rapine and injustice. The Rook is a judge, who perambulates the whole land in a strait line, and should not take any thing in an oblique manner by bribery and corruption, nor spare any one. Thus they verify the saying of Amos, 'Ye have turned judgment into gall, and the fruit of righteousness into hemlock.' But the Knight in taking goes one point directly and then takes an oblique circuit, in sign that Knights and the Lords of the Land may justly take the rents due to them, and their just fines from those who have forfeited them, according to the exigence of the case: their third point being obliquely, applies to them so far as they extort subsidies and unjust exactions from their subjects. The poor Pawn always goes directly forward in his simplicity, but whenever he will take, does so obliquely. Thus man, whilst he remains satisfied with his poverty, lives in a direct line; but when he craves temporal honours, by means of lies, perjuries, favours, and adulation, he goes obliquely till he reaches the superior degree of the Chess-board of this world; then the Pawn changes to *Fers*, and is elevated to the rank of the point he reaches, just like poverty promoted to rank, fortune, and consequential insolence. The Alphins are the various prelates of the church, Pope, Archbishop, and their subordinate Bishops, who rise to their Sees not so much by Divine inspiration as by royal power, interest, entreaties, and ready money. These Alphins move and take obliquely three points, for almost every prelate's mind is perverted by love, hatred, or bribery, not to reprehend the guilty, or bark against the vicious, but rather to absolve them of their sins: so that those who should have extirpated vice are, in consequence of their own covetousness, become promoters of vice and advocates of the Devil.

"In this Chess-game the Devil says *Check*, whenever he insults and strikes one with his dart of sin; and if he that is thus struck cannot immediately deliver himself, the Devil resuming the move says to him *mate*, carrying his soul along with him to prison, from which neither love nor money can deliver him—for from hell there is no redemption. And as huntsmen have various hounds for taking various beasts, so the Devil

and the world have different vices which differently entangle mankind, for all that is in this world is either lust of the flesh, lust of the eyes, or proud living."

Of this "Moralizatio Scacarii," there is a MS. in the library of St. John's College, Oxford, No. 1768; and another in St. Bennet's College, Cambridge, No. 1362. There is also in the British Museum, Bibl. reg. 12 E. xxi. P. 210, "Jacobus de Rusibus, tractatus de Scaccario," 8vo. on 24 leaves of vellum. In this volume we find, *modus ludi Scarrar.* consisting of two pages in rhyme, and *Moralitas de Scaccario, per dūm Innocentiu. ppam.*

Pope Innocent was raised to the Sovereign Pontificate in 1198. The MS. above-mentioned appears to have been written about the year 1400.

EDITOR'S SCRAP WALLET.

THE following admirable reflections are extracted from "WARWICK'S SPARE MINUTES," a work of an early period in the 17th century.

"It is not good to speake evill of all whom wee know bad; it is worse to judge evill of any who may prove good. To speake ill upon knowledge shewes a want of charity; to speake ill upon suspition shewes a want of honesty. I will not speake so bad as I know of many—I will not speake worse than I know of any. To know evill by others and not speake it is sometimes discretion—to speake evill of others and not know it is always dishonesty. He may be evill himself who speaketh good of others upon knowledge, but he can never be good himself, who speaketh evill of others upon suspition."

In a tragedy, by Lord Sterling, called "DARIUS," published in 1603, there is a fine passage from which it is said the glorious lines in Shakespere's "TEMPEST," beginning—

"The cloud-capp'd towers," &c.

were probably derived—

"Let greatness of her glassy sceptres vaunt,
Not sceptres, no, but reeds, soon bruised, soon broken.
And let this worldly pomp our wits enchant—
All fades and scarcely leaves behind a token.
Those golden palaces, those gorgeous halls
With furniture superfluously fair,
Those stately courts, those sky-encount'ring walls,
Evanish all like vapours in the air."

Middling men, favoured in their lifetime by circumstances, often appear of higher stature than belongs to them; great men always of lower.

Time, the sovereign, invests with befitting raiment, and distinguishes with proper ensigns, the familiars he has received into his eternal habitations: in these alone are they deposited.

We may write little things well, and accumulate one upon another, but never will any be justly called a great poet unless he has treated a great subject worthily. He may be the poet of the lover and the idler, he may be the poet of green fields or of gay society; but whoever is this, can be no more. A throne is not built of birds' nests, nor do a thousand reeds make a trumpet.—*Landor's Pentameron.*

THE HERO-SOUL IN WOMAN.

Ofttimes Woman displays grandeur of heroism far beyond the powers to her sex allotted by the ignorant arrogance of Man. Mark the conduct of Constance Cézelli, during the memorable war of the League in fanatic France. Her husband, Barri, governor of Leucate (a small town in Lower Languedoc), having fallen * into the hostile hands of the *Ligueurs*, she hastened to Leucate, restored the courage of the garrison, and, by her energetic measures, for some time thwarted the besiegers. At length, a gibbet was reared by the ruffian foe; and to Constance was offered the perplexing choice of the sacrifice of her husband or the surrender of the town. Nobly then didst thou reply, Constance Cézelli! "Ma fortune, ma vie, sont à moi; je les donne volontiers pour mon époux: mais ma ville est au roi, et mon honneur à Dieu; je dois les conserver jusqu'au dernier soupir.† Thou offeredst all thou hadst—thy fortune and thy life—as the ransom of him whom thou hadst sworn to love; but thou couldst not, wouldst not, shake thine honour, or betray thy trust. Atrocious indeed must have been the heart that could, after such an answer, consent to massacre thy husband, and to send thee his dead remains. And well might the garrison demand of thee permission to retaliate the dreadful deed, by the murder of a prisoner in thy custody. But no,—thou wert proof against the tempting opportunity of "sweet revenge," and didst more nobly vindicate thy wrongs, by forcing thine enemies to raise the siege, and retire in despair.

Henri IV. regarded the heroic deed with fit expressions of his favour; and never did even that sagacious monarch more justly exert his generosity. Reader, whilst thy soul is warmed by the memory of Constance Cézelli, reflect that fact is not only stranger, but far sublimer, than fiction; and that the romance of history is the practical exponent of the highest truth of nature!

D. P. F.

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* A. D. 1590.

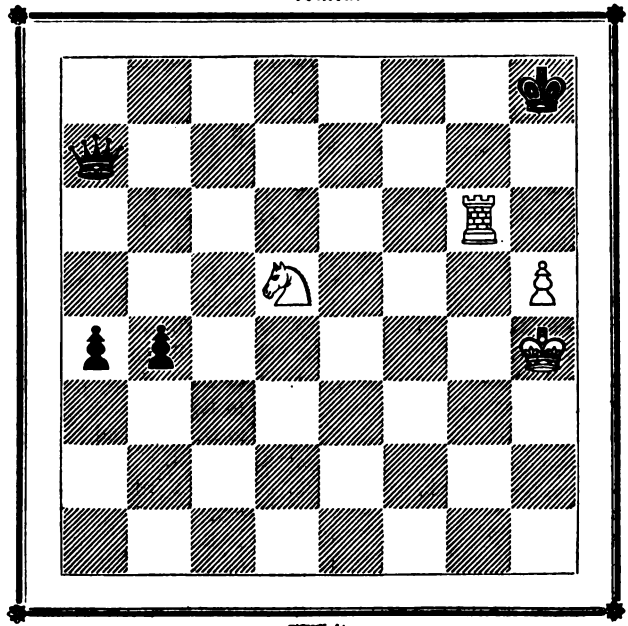
† "My fortune, my life, are my own; I give them freely for my husband: but my town belongs to my sovereign, and my honour to God; it is my duty to preserve them to my latest breath."

PROBLEM, No. 6.

From Mr. Lewis's Unpublished Collection.

White to move and draw.

Black.



White.

GAME XIV.

Concluding Game in the Match between Madras and Hyderabad.

HYDERABAD.	MADRAS.
1. K. Kt. P. one (*a*)	1. K. B. P. two
2. K. B. to K. Kt. second	2. K. Kt. to B. third
3. Q. B. P. two	3. K. P. two
4. Q. Kt. to Q. B. third	4. K. B. to K. second
5. Q. P. two	5. K. P. takes P.
6. Q. takes P.	6. Q. B. P. one
7. K. Kt. to K. R. third	7. Q. Kt. to Q. R. third
8. Q. R. P. one	8. Q. Kt. to Q. B. fourth
9. Q. to Q.	9. Castles
10. Castles	10. Q. Kt. to K. fifth
11. Q. to Q. B. second	11. Q. P. two
12. K. R. to Q.	12. Q. B. to K. third

HYDERABAD.	MADRAS.
13. K. Kt. to its fifth	13. Q. to Q. B.
14. Q. B. P. takes P.	14. Q. B. P. takes P.
15. K. Kt. takes Kt.	15. K. B. P. takes Kt.
16. Q. B. to K. third	16. K. Kt. to its fifth
17. Q. B. to Q. fourth	17. K. B. to K. Kt. fourth
18. K. R. P. one	18. Kt. takes K. B. P. (*b*)
19. K. R. to K. B.	19. Kt. takes K. R. P. (check)
20. K. to R. second	20. K. R. to Q.
21. Q. to Q. Kt. third	21. K. R. P. two
22. K. B. takes Kt.	22. Q. B. takes B.
23. Kt. takes Q. P.	23. Q. B. to K. third
24. K. R. to K. B. fifth	24. K. R. takes Kt.
25. K. R. takes R.	25. Q. to B. third
26. K. R. takes B.	26. B. takes Q.
27. R. takes P. (check) (*c*)	27. K. to B.
28. Q. R. to K. B. (check)	28. K. to his square.
29. Q. R. to K. B. sixth (*d*)	29. Q. to Q. B. seventh
30. Q. R. to K. R. sixth	30. Q. takes P. (check)
31. K. to K. R. third	31. Q. to K. B. eighth (check)
32. K. to R. fourth	32. Q. to K. B.
33. Q. R. takes P.	33. B. to K. B. second
34. K. R. takes B.	34. K. takes R.
35. R. to K. B. fifth (check)	35. K. to his third
36. R. takes Q.	36. R. takes R.
37. B. takes Q. R. P.	37. K. to B. fourth
38. K. to R. third	38. R. to Q.
39. B. to Q. Kt. sixth	39. R. to Q. sixth
40. K. to R. fourth	40. K. P. one
41. K. Kt. P. checks	41. K. to B. fifth
42. B. to Q. B. seventh (check)	42. K. to B. sixth
43. K. Kt. P. one	43. K. P. one
44. B. to Q. R. fifth	44. R. to Q. eighth
45. K. Kt. P. one	45. K. P. one, becoming a Q.
46. B. takes Q.	46. R. takes B.
47. K. to Kt. fifth	47. K. to his fifth
48. K. Kt. P. one	48. R. to K. Kt. eighth (check)
49. K. to B. sixth	49. K. to Q. fifth
50. K. to B. seventh	50. K. to B. fifth
51. Q. R. P. one	51. K. to Kt. sixth
52. Q. R. P. one	52. K. takes Q. Kt. P. and wins.

Notes to Game XIV.

(*a*) This is an unusual, and certainly not an advisable, mode of commencing the Game.

(*b*) Very ingeniously played. Suppose the first players to have taken this Knight with Queen's Bishop, their opponents would then have cap-

tured Bishop with King's Rook in return; and if the King had ventured to seize the Rook, he would have been checkmated in three or four moves; *ex. gr.*

K. takes R. - - -	Q. to her Bishop's fourth (check)
K. to B. or (A.) - -	R. to K. B. (check)
B. to B. third - -	Q. B. takes K. R. P. (check).

And Q. mates.

(A.)

K. to K. - - -	Q. to K. Kt. eighth (check)
B. to B. - - -	Q. takes K. Kt. P. (checkmate).

(*c*) The last few moves are cleverly played on both sides, and exhibit more spirit than is usually displayed in Games by correspondence.

(*d*) But for the strong defensive position of the adverse Bishop, the first party would now have the better Game.

The two Games in this Match are lively and entertaining enough, and possess an additional interest from the circumstances under which they were played. In a few weeks, however, we trust to have the gratification of presenting some specimens of play, from the same quarter of the globe, of a much higher character.

GAME XV.

Recently played between the Hon. Secretary of the London Chess Club, and another strong Metropolitan player.

White. (Mr. ——.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. Castles	6. Q. B. to K. third
7. Q. to Q. third	7. Q. B. takes B.
8. Q. takes B.	8. K. R. P. one
9. K. Kt. P. one	9. K. Kt. P. one
10. K. Kt. to K. R. fourth	10. P. to K. B. sixth
11. K. Kt. to K. B. fifth	11. K. B. to its third
12. K. P. one	12. P. takes P.
13. P. takes P.	13. K. B. to K. Kt. fourth
14. Q takes K. Kt. P.	14. B. takes B.
15. Q. takes P. (*a*)	15. Q. to Q. second
16. K. R. takes B. (*b*)	16. Q. Kt. to Q. B. third
17. K. P. one	17. P. takes P.
18. Q. checks	18. K. to B.
19. K. R. to K. B.	19. P. takes Kt.
20. K. R. takes P. (check)	20. K. to Kt. second
21. Q. to K. Kt. fourth (check)	21. K. to R. second

White. (Mr. ——.)	*Black.* (Hon. Sec.)
22. Q. Kt. to Q. B. third	22. K. Kt. to K. B. third (*c*)
23. Q. to K. B. fourth	23. K. R. to K. B. (*d*)
24. K. R. takes Kt.	24. Q. to Q. fifth (check)
25. Q. takes Q.	25. Kt. takes Q.
26. Q. R. to K. B.	26. R. takes R.
27. R. takes R.	27. K. to Kt. second
28. R. to K. B. second	28. R. to K.
29. K. to Kt. second	29. Q. B. P. one
30. R. to Q. second	30. Q. B. P. one
31. Kt. to Q. R. fourth	31. Q. Kt. P. one
32. Q. Kt. P. two	32. R. to K. fourth
33. Q. B. P. one	33. Kt. to K. third
34. P. takes P.	34. Kt. takes P.
35. Kt. takes Kt.	35. R. takes Kt.
36. R. to Q. seventh (check)	36. K. to Kt. third
37. R. takes Q. R. P.	37. R. takes Q. B. P.
38. R. to Q. R. sixth	38. R. to Q. B. seventh (check)
39. K. to R. third	39. R. to Q. Kt. seventh
40. Q. R. P. two	40. K. to Kt. fourth
41. Q. R. P. one	41. P. takes P.
42. R. takes P. (check)	42. K. to Kt. third
43. K. Kt. P. one	43. R. to Q. Kt. third
44. K. to R. fourth	44. R. to Q. B. third
45. K. R. P. one	45. R. to Q. Kt. third
46. R. to K. B. fifth	46. R. to Q. Kt. sixth
47. R. to K. B. second	47. R. to Q. B. sixth
48. R. to K. second	48. R. to Q. B. third
49. K. to Kt. third (*e*)	

Notes to Game XV.

(*a*) Well played. The Bishop cannot escape without inducing greater loss.

(*b*) In this position we should have preferred taking Q.'s Kt.'s P. with Q., or, better still, advancing K.'s Pawn one, the effects of which Black would have found some difficulty in mastering.

(*c*) Having the advantage of a piece more than his antagonist, Black would probably have done well to check at his Queen's fifth for the purpose of exchanging Queens.

(*d*) The Knight in this position is inevitably lost. If played to its own square or to King's, the Rook has a fatal check.

(*e*) The game was carried on many moves further, and resigned ultimately as a drawn battle.

GAME XVI.

The subjoined Game was one played at the Chess Witenagemot held at Leeds some time since, between Mr. A. M., President of the Liverpool Chess Club, and Mr. J. R., Secretary of the Club at Leeds. We have received several Games played on this interesting occasion, the best of which will appear in our Chronicle.

Black. (Mr. A. M.)	*White.* (Mr. J. R.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. B. takes Q. Kt. P.
4. K. B. P. two	4. Q. P. two
5. K. P. takes P.	5. K. Kt. to B. third
6. K. B. P. takes P.	6. Kt. takes Q. P.
7. K. Kt. to B. third	7. Q. B. to K. Kt.'s fifth
8. Castles	8. Castles
9. Q. B. P. one	9. K. B. to R. fourth
10. Q. B. to R. third	10. R. to K.
11. Q. to Kt. third	11. B. takes Kt.
12. R. takes B.	12. B. (checks)
13. Q. P. two	13. R. takes K. P.
14. Kt. to Q. second	14. Q. Kt. to B. third
15. K. to R.	15. Q. Kt. to R. fourth
16. Q. to B. second	16. Kt. takes B.
17. Kt. takes Kt.	17. K. R. to R. fourth
18. Kt. to K. fifth	18. Kt. takes Q. B. P.
19. Kt. takes K. B. P.	19. Q. takes Q. P.
20. Q. R. to K. B.	20. Q. B. P. two
21. R. takes Kt.	21. B. to B. second
22. K. R. P. one	22. Q. Kt. P. one
23. K. R. to B. third	23. Q. to her fourth
24. B. to Kt. second	24. K. Kt. P. two
25. Q. to B. third	25. Q. to her fifth
26. Q. to Kt. third	26. Q. B. P. one
27. Q. to Kt. fourth	27. Q. to her B. fourth
28. Q. to B. third	28. B. to K. fourth
29. Kt. takes B. and wins.	

GAME XVII.

Lively partie played at the London Chess Club, by the Secretary of the London Club and Mr. ——, a Member of the same Club.

White. (Hon. Secretary.)	*Black.* (Mr. ——.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. B. to Q. B. fourth	4. K. Kt. P. one

White. (Hon. Secretary.)	*Black.* (Mr. ——.)
5. Q. P. two (*a*)	5. P. takes Kt.
6. Castles	6. P. takes Kt. P. (*b*)
7. R. takes the doubled P.	7. K. Kt. to R. third
8. Q. to R. fifth	8. Q. to K. second
9. Q. Kt. to B. third	9. Q. B. P. one
10. K. P. one	10. B. to K. Kt. second (*c*)
11. Kt. to K. fourth	11. Castles
12. R. to B. sixth	12. Q. P. two
13. Q. B. takes Kt.	13. B. takes B.
14. R. takes B.	14. K. B. P. two
15. Kt. to B. sixth (check)	15. R. takes Kt.
16. Q. to Kt. fifth (check)	16. K. to R. (*d*)
17. P. takes R.	17. Q. to K. B. second
18. Q. R. to K.	18. B. to Q. second
19. R. to K. seventh	19. Q. to K. Kt.
20. Q. R. takes R. P. (check)	20. Q. takes R.
21. Q. to K. Kt. seventh (checkmate).	

Notes to Game XVII.

(*a*) This variation on the "Muzio" Gambit, was formerly considered the strongest method of playing the opening; unless properly opposed, it certainly gives a fine attacking position to the first player.

(*b*) Instead of this move, Mr. Lewis recommends the advance of Q.'s Pawn two squares.

(*c*) "Queen's Pawn two" would have been better play.

(*d*) Had the second player interposed his Queen at this point, it appears to us he would have obtained a winning Game.

GAME XVIII.

In the Match of Twenty-one Games, begun in June, 1834, between Mons. De la Bourdonnais and Mr. M'Donnell. (Game the 2nd.)

M. De la B.	Mr. M'D.
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. to K. B. third (*a*)
5. Q. B. P. one	5. P. to Q. sixth (*b*)
6. Q. takes P.	6. Q. P. one
7. Castles	7. Q. to K. Kt. third
8. Q. B. to K. B. fourth	8. K. B. to K. second
9. Q. Kt. to Q. second	9. K. R. P. two
10. K. R. to K.	10. Q. B. to R. sixth
11. K. Kt. to R. fourth	11. B. takes K. Kt.
12. Q. takes Q. B.	12. B. to K. B. third.

M. De la B.	Mr. M'D.
13. K. P. one	13. P. takes P.
14. Q. B. takes P.	14. B. takes B.
15. K. B. P. two	15. K. Kt. to K. second
16. P. takes B.	16. Q. to K. Kt. fifth
17. Q. takes Q.	17. P. takes Q.
18. Q. Kt. to Kt. third	18. K. Kt. to Kt. third
19. K. P. one	19. K. B. P. two
20. Q. R. to Q.	20. Q. Kt. to K. fourth
21. K. B. to Q. third	21. K. R. to R. fourth
22. K. B. to Q. B. second	22. K. to his second
23. Q. Kt. to Q. fourth	23. K. to K. B. third
24. K. R. to K. B.	24. K. Kt. to K. second
25. Q. Kt. P. two	25. Q. R. to K. R.
26. Kt. to K. second	26. R. takes R. P.
27. Kt. to K. Kt. third	27. K. Kt. P. one (*c*)
28. K. B. to Q. Kt. third	28. K. to K. Kt. fourth
29. Q. R. to K.	29. Kt. to Q. sixth
30. Q. R. to K. third	30. Kt. to K. B. fifth (*d*)
31. K. R. to B. second	31. K. R. to its second
32. K. R. to Q. second	32. Q. Kt. to R. fourth
33. Kt. takes Kt.	33. R. takes Kt.
34. K. to B. second	34. K. B. P. one
35. Q. R. to K. fifth (check)	35. Kt. interposes
36. K. P. one	36. Q. R. to K.
37. K. R. to Q. seventh	37. K. R. to its second
38. K. R. takes Q. B. P.	38. K. R. takes P.
39. K. R. takes R.	39. R. takes R.
40. R. takes R.	40. Kt. takes R.
41. Q. R. P. two	41. K. to B. fourth
42. Q. R. P. one	42. K. to his fourth
43. K. B. to Q.	43. P. checks
44. K. to B. third	44. Kt. to Q. fourth
45. K. B. to Q. B. second	45. K. Kt. P. one
46. Q. Kt. P. one	46. Kt. takes P.
47. Q. Kt. P. one	47. P. takes P.
48. P. takes P.	48. Kt. to Q. Kt. fourth (*e*)
49. K. to Kt. fourth	49. Kt. to Q. third
50. B. to Q. third	50. Kt. to K. fifth
51. B. to K. second	51. K. to Q. fifth
52. B. to B. third	52. K. to his fourth
53. B. to K. second	53. K. to B. third
54. B. to K. B. third	54. Kt. to K. B. seventh (check)
55. K. to R. fifth	55. K. Kt. P. one
56. B. takes Q. Kt. P.	56. K. to his second
57. B. to Q. B. eighth	57. K. to Q. third
58. B. takes K. Kt. P.	58. K. to B. third

DRAWN GAME.

veloped in large painted shawls, the ends of which hung down upon their shoulders. It was, in part, the costume of Dido—

" Sidoniam picto chlamydem circumdata limbo."

They all appeared to glide mysteriously, like so many shadows, among the trees in the gardens bordering on our route. One of them, as she passed me, raised the long folds of the veil which concealed her features, and, without stopping as she did so, addressed me in French, saying, "Si vous êtes Catholique, suivez moi." Accordingly, I dismissed the janissary who accompanied me, telling him that I should return alone to Seyda. After pursuing, for some time, several sequestered paths beside the brooks which traverse the fertile valley, extending to the foot of the first rocky heights of Libanus, I arrived, in company with my silent guide, at the entrance of some deeply hollowed grottos lying contiguous to, and leading the one into the other: these antique caverns were hewn out of the mountain side by the ancient kings of Syria, and were used by them as sepulchres. I found a crowd of women assembled there, all kneeling in deep devotion before a rudely constructed altar, on which were placed a few wax tapers and some fresh flowers. Shortly after, a priest made his appearance, and performed mass in the Armenian language. Then I recalled to mind the persecution which the Armenian Catholic subjects of the Sublime Porte had recently suffered at Aleppo and Damascus; some of the priests, who were enabled to save themselves by flight, had arrived as far as the environs of Seyda; and as I had admitted one of these proscribed refugees to a share of my apartment at the convent where I lodged, I at once comprehended why this retreat and this mystery. I was not the only man in the assembly, but by far the greater number were females—proof at once of their piety and their courage. Being too young at the period of the French revolution, this was the first time—as it is doubtless the last—that I was ever compelled to participate in our religious ceremonies in secret and by stealth; yet it seemed as though these very circumstances of danger and persecution infused a yet deeper tone of fervid devotion into our common aspirations. The mass being ended, as I prepared to quit the grotto, I again encountered the individual who had introduced me to this pious reunion. She was a native of France, born at Marseilles, and married in early life to a merchant, who afterwards established himself in Syria, where, after twenty years of fruitless exertion, he died but little richer than when he quitted his native land. His poor widow continued to dwell at Seyda, and had adopted the manners and costume of the Catholics of the mountain. She conducted me back as far as the aqueducts which convey water from Libanus to Sidon, and there we parted for ever.

I had despatched a messenger to Tripoli, and, while waiting his return, took some delightful walks among the beautiful gardens of Sidon. As I passed along the paths which separate them, the hospitable possessors invited me to enter, offering me their bananas, sugar-cane, and the

white apricot. This latter fruit grows in such abundance, and its qualities are so nutritious, that the Arabs, generally very abstemious, make it their principal food during the season. While this lasts, the inhabitants of Sidon have their carpets conveyed down to the springs or rivulets that water their gardens, and place them beneath the apricot trees, which furnish them with so delicious a repast; and thus they pass whole days, reposing in the genial shade, amid their luxuriant parterres, with their ambrosia hanging above, and the purest nectar rippling beside them. My favourite walk was along the sea-shore to Beyrout; the ancient Mosaic pavement and the old ruined porticos which grace that route, offering the strongest attractions to me. There, undisturbed, I mused on the fate of Dido, the beautiful, the unhappy; repeating to myself those impassioned lines, wherein the beloved of Æneas bids a last farewell to life.

"Dulces exuviæ, dum fata deusque sinebant," &c.

Then, in order to avoid the noonday heat, I returned through the vaults of the convent of the Holy Land; thence to the caravanserai, inhabited by five or six French families, who still reside in Sidon. That same day I also visited the edifice, or rather the prison, which they call the Pacha's palace. Blackened walls, ruined towers, large empty court-yards, a very small garden, invaded by brambles and thorns—nothing, in a word, undespoiled by time—remain of what was once the seraglio of one of the most powerful satraps of the Ottoman empire; excepting one magnificent tomb, overshadowed by trees of the richest verdure. Sidon no longer retains even the title of a Pachalik; the tyrants of Syria have tranferred their residence to Ptolemais, and it is in vain that the Sublime Porte refuses the title of provincial capital (Eïalet) to St. Jean d'Acre; wealth, honours, and all their attendant pomp and splendour, have followed the Pacha's court.*

For several years past, commerce has ceased to exist at Sidon; the last French Consul, during a sojourn of seven years, beheld but one French vessel in the offing; and that was cast, by force of tempest, on those abandoned shores. Some few merchants of the country, tired with sterile speculations, have embraced the more lucrative occupation of physic. I laughed heartily at the recital of their visits, recompensed by a small quantity of milk, a few eggs, or some rice; though, doubtless, the fee was proportioned to the skill and talents improvisated for the occasion by the self-diplomatized practitioners. In a word, all the opulence of Sidon has passed away to its two neighbours, Beyrout and Acre. The former has become the entrepôt whence the Arabs of Libanus and the desert derive all their provisions; it forms also the seaport of Damascus, and one of the most important *débouchés* of Syria. A few days sufficed to despoil Sidon of all her prerogatives.

* These Outlines, though only now published, were penned in the year 1820; the annals of 1840 present, however, a striking proof of the mutability of human things.—*Trans.*

In the evening, when the light land breeze arose, I established myself with the French Consul on the flat roof of the convent: carpets were spread for us; and while reposing on these portable divans, we spent whole hours in watching the fishermen's boats, the bay, the rock of Fakhr-el-din, the chain of high mountains stretching towards Antioch and Ptolemais, and lastly the vast ocean plain, and the white sails which "few and far between" occasionally skimmed its buoyant surface. Night itself could not tear us from the objects of our contemplation; beneath the fair skies of Syria the atmosphere is so clear, the air so fresh and pure, the stars so transcendently brilliant.

On the 18th of June, at three o'clock in the morning, I left Sidon on horseback, accompanied by a janissary and an Arab guide; the road, which ran parallel with the sea-shore, conducted us through fields planted with excellent cotton and tobacco. This plain, which extends to the mountains of Anti-Libanus, is about two leagues in width, and is admirably cultivated. At a short distance from the beach I was shown the village of Elia; it is a small hamlet, built on the ruins of the town of Sarephta,* which sustained the prophet during the years of famine. Passing onwards, we halted on the bank of a somewhat rapid river, descending from the mountains, and crossed by a wooden bridge; it was the river Leontes, whose deep waters accumulate from the valleys in the neighbourhood of Balbec. The Arabs call it Nakhr-el-Kasmieh (River of Separation), because it divides the province of Sour from that of Saïd, or, in other words, the territory of Tyre from that of Sidon. Whilst taking my repose beside the river's brink, I saw a half-naked Arab on horseback, armed with a very long reed, like a lance, with which, for some time, he continued fishing with the most serious immobility; both the horse and his rider resembling a couple of warlike statues. After making some ineffectual essays on one point, the cavalier started off at full gallop for a happier spot, where again casting his line, he and his courser resumed their marvellously fixed attitude; presently he approached us with the produce of his piscatory efforts, and I bought a few fish, which my guide suspended to his girdle, beside his kandjar and his pistols.

I arrived at Tyre before noon; and slowly and musingly paced the Alexandrian road. Time and the waves, in destroying the city of the Tyrians, have only added solidity to the mole of Alexander the Great: it presents, at this day, a pier of more than two miles in length.

Passing through some half ruined gates, I alighted at a hut adjoining a small chapel. These constituted the palace and the cathedral of the Archbishop of Tyre. This venerable old man received me at the door of his cabin. His appearance was most prepossessing: a flowing beard of silvery whiteness descended nearly to the girdle of his violet tunic, on

* Zarephtah, which belongeth to Zidon.—1 *Kings*, xvii. 8.

which shone resplendent a cross of gold. He led me to the divan in his only chamber; and, whilst two lovely Tyrian girls prepared our repast, he entered at once into agreeable and familiar conversation. I believe the hospitality of the East to be without parallel: scarcely do you touch the threshold of your host, ere you are his friend, his confidant, his adoptive son: he relates to you the history of his past life, his future hopes, his present occupations, as though you were likely to pass years in each other's society. Thus it was, during my brief intercourse with the Archbishop of Tyre. He expressed himself in Italian, with facility and even elegance, and I failed not to note down the conversation of so interesting a personage.

"I perceive you are astonished," he began, "at the humble dwelling and the poverty of the Archbishop of Tyre; but are you not still more surprised at the wretchedness of his metropolis? My home is amid ruins, and I myself am nothing but a wreck. What therefore have I to complain of? Yet I have tasted the luxuries and delights of European high life, and to all of them have preferred Lebanon, this poor cabin, and the city of my forefathers. I was born at Tyre; and soon, very soon, probably, I shall die here. I was deprived of my parents in early life. I had but one brother, whom you will see shortly, for he lives with me; his two daughters tend upon my old age. My infancy having been passed in the service of a convent in the mountain, I desired to become a priest, and the chief Catholics of Libanus caused me to be sent to Rome. I first arrived at the modern Tyre—that city, whose proud palaces rise from the sea like those of yore, and, like her also, the queen of commerce; but I spent only a few days at Venice during her decline, and they tell me since that she has imitated Tyre unto the last, and that *'the crown hath fallen from her head.'* I met with the most gracious reception from Pope Clement XIV.; and he was pleased to abridge for me the period of study and preparation for the sacerdotal order. Nevertheless I languished with regret and ennui. Rome was indeed a stately ruin, but the ruin was not that of my poor country. At last I became a priest, and instantly took my departure for Libanus. Shortly after, Pius VI. graciously sent me this golden cross; thirty-six years have passed away since I became Archbishop of Tyre, and my life has numbered seventy-eight."

I then addressed a few questions to the worthy prelate, relative to the state of the Catholic religion in Syria. He replied:—"The town of Sour, where you now are, is almost entirely Catholic; and myself and a single priest suffice for the spiritual wants of this slender population, consisting only of twelve hundred diocesans. As for the territory of Libanus, it contains about one hundred and sixty thousand inhabitants, of which a hundred and twenty thousand profess the Catholic religion. There are twenty convents and three hundred nuns; fifty monasteries, and in all twelve hundred priests; several bishops, and four patriarchs.

All these convents have revenues, and the lands dependent on them are cultivated by the monks themselves. The number of Catholics has not varied for the last twenty years; but faith has relaxed in the absence of missionaries, and the French Revolution struck a blow at religion even into the heart of Libanus. Liberty of conscience is permitted here; but the imposts paid by the brotherhood are exorbitant, and the frequent extortions practised by the Pachas of Damascus and Acre are equally felt by our priests; the Turks only make their authority felt by the levying of taxes; the schismatic Greeks are few in number, and do us no injury; but we have suffered much from the Drusic sectarians. The Emir Bechir (*Prince of the Mountain*) and chief of the Druses has however embraced our faith, although he dares not publicly profess it, and the slightest favour shown towards us might cost him his head. The population of Beyrout and Seyda are Catholics: I say nothing of Jerusalem, you will judge of that for yourself."

I importuned the good Archbishop with questions; and, as business of an imperious and pressing nature called me onwards to Jerusalem, and prevented me from visiting the heights of the "Cedar-crowned Lebanon," I entreated him to describe them to me.

"You have read," he continued, "that touching Hebrew eclogue, wherein the wife, in composing a coronal of panegyric and honour to her inspired husband, compares his head to gold, his hair to the branches of the palm-tree, his lips to lilies, his eyes to the eyes of the dove, and lastly, to sum up all, exclaims, 'His beauty is like unto that of Lebanon.' Libanus is indeed the monarch of mountains. The circuit of its base is nearly a hundred leagues: it plants one foot in Phœnicia, the other in Syria; the Mediterranean washes it on the west, Palestine bounds it on the south, while its eastern territories touch upon the desert. Its heights, piled one upon the other, may be divided into four regions. The first, deliciously genial, is adorned with beautiful gardens and a thousand fountains, enshadowed by groves of verdure: there the olive, the orange, and the banana attain to perfection; its harvests are luxuriant, and its wines delicious. The second region, sterile and covered with rocks, encloses caverns and precipices, hidden by thorny shrubs and forest trees. But there, on an elevated plateau, stands the village of Eden, and in truth it is a 'dwelling of delights,' where, in the stillness of its convents, I have passed the happiest hours of my life, amongst its limpid waters and its verdant shades. The third region is that where the forests cease, and the ground is covered with grass as far as the region of snow: numerous flocks and a few shepherds remain there during the burning heat of summer, surrounded by the finest pasturage. At the summit of this third zone—which serves, in a manner, as a pedestal to the last—are found the cedars. When I was young, and loved to contemplate and admire them, I counted thirteen; but I understand the number has lessened now. The spot whereon these forest patriarchs maintain their

sway is cold, gloomy, solitary, and difficult of access. Beyond this, vegetation gives place to the hoar frost; and thence begins the fourth, and almost inaccessible region, where ice-cold winds prevail, and the snows of one year await those of the following, never leaving the barren rocks uncovered even for a brief season. From these elevated summits a thousand torrents flow into the thirsting valleys and ravines, besides four principal rivers, namely, the Jordan—at which you will soon arrive—(or *River of Science,*) flowing into the Red Sea; the Nakar-Rachan (or *Rapid River*), which rolls its impetuous waters towards Syria, frequently inundating the surrounding country; the Nakar-Rossena (or *Capital River*), whose source is singular, for it rises in Eden, on the right of the great altar in the episcopal church, at the foot of an enormous rock, covered with a thousand cypresses; and lastly, the Nakar-Kadisha (or *Holy River*) —you will find its waters collected in the wells of Libanus, about a league from Tyre; it is the offspring of snows, and bounds in sheets of foam from the greatest heights. I have followed its course for two entire days, along yawning clefts and precipices, almost stunned by the noise of its roaring cataracts and rushing torrents. Such is Libanus, my native country: that which I prefer to all that I have seen in Europe, and of which my declining imagination unceasingly represents to me the rocks, the convents, and the shades. There was I born, and there I fain would die."

The repast was ready; the nieces of the Archbishop brought a table, and placed it at our feet, where their father, a man apparently about twelve or fifteen years younger than his brother, also joined us. Fish from the river Leontes, cucumbers, eggs, milk, and fruits, were successively offered to us by the two young Tyrians, who, standing behind the prelate, watched our movements to anticipate our every requirement. The deportment of these beautiful young girls was gentle and elegant: they were tall, and gracefully formed, and were attired in long blue tunics, confined round the waist by broad leather belts, and thence falling in large undulating folds down to their small bare feet: their arms were also uncovered, and their hair so surcharged with flowers as almost to conceal from view their dark and brilliant eyes. With the fruit they also brought us wine, the produce of Libanus, and which I had already tasted at Constantinople; they call it "golden wine," from its bright yellow colour, although it is made from a red grape: in appearance as well as in flavour it resembles very old Roussillon. After coffee and the meerschaum, the Archbishop, bending on his white staff, led me to his church: the Tyrians knelt as he passed them, and the children ran in to receive his benediction. With pious vanity the prelate of Lebanon exhibited to me some pontifical robes, so simple and so poor that there is scarcely a country *Vicaire* in France who would have dressed his altar with such. His cathedral is a small chapel, almost in ruins, and just large enough to contain the small number of diocesans. I would not allow the venerable old man to accompany me into the town and to the sea-shore; so leaving

me under the guidance of his brother, he gave me a small book, written in his own hand, requesting me to peruse it in the course of my walk.

I was conducted first to the magnificent remains of that Gothic church with its three naves, destroyed in the last wars of the crusaders, shortly after its construction; there was placed the tomb of the Emperor Frederick Barbarossa; and there also, saith tradition, is the tomb of Origen. Nothing can be more beautiful than those long vaulted aisles now open to the light of heaven—those isolated arcades—in a word that entire pile of old Christian architecture, lying on the dust of Tyre.

This edifice, bearing magnificent testimony to the power of the crusaders, is situate on a promontory, from whence the spectator's eye commands, on one side, the mole of Alexander, the great aqueducts, and the ancient ramparts of Palœtyrus; on the other, the sea and its rocky shoals, where I perceived some fine columns of oriental granite, prostrated and blackened by the waves. Seating myself on a tombstone, my thoughts reverted to Carthage, to Alexandria, to Venice; all of which since Tyre have risen triumphant over the same waves, and are now all alike fallen to decay. In vain I mingled past and present ages; every where I found prosperity and ruin side by side. A few barks from Alexandretta, Antioch, and Sidon, now appear at rare intervals in that immense port where once were assembled the fleets of the known world. Fatigued by an infinitude of reflections, I took up the Archbishop's little MS. It was an Italian translation of some passages in the Bible relating to Tyre. On the first page I read these words: "Son of Man, mourn for Tyrus!" and continuing to turn over the leaves, the following verses, among others, arrested my attention:—

"Is this your joyous city, whose antiquity is of ancient days? her own feet shall carry her afar off to sojourn?"

"Who hath taken this counsel against Tyre, the crowning city, whose merchants are princes, whose traffickers are the honourable of the earth?"

"The Lord of Hosts hath purposed it, to stain the pride of all glory, and to bring into contempt all the honourable of the earth."

"Pass through thy land as a river, O daughter of Tarshish; there is no more strength."*

I read these passages, sheltered by one of the crumbling vaults of the old church of Tyre, contemplating the immense expanse of sea, the deserted haven, and the broken columns lying among the rocks. On those rocks a few fishing nets were exposed to dry in the sun; and a few poor fishermen now presented the only sign of life on that once busy strand. Many years have elapsed since that day, yet I cannot even now recur without a thrill of emotion to the feelings which then agitated me; and which I have never since experienced in such a degree excepting when entering Jerusalem.

(To be continued.)

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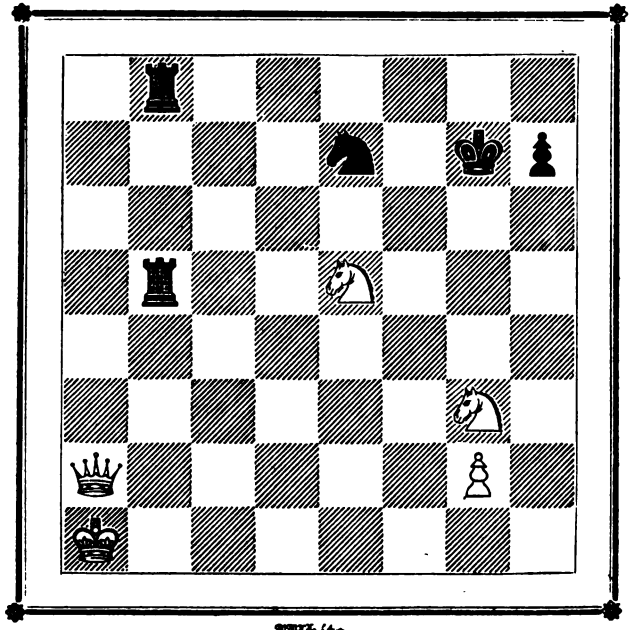
* Isaiah, xxiii.

PROBLEM, No. 7.

By the Rev. H. Bolton.

White to play, and mate in seven moves.

Black.



White.

GAME XIX.

Finely contested Game in the Match between Messrs P—T and ST—N.

Black. (Mr. P—T.)	*White.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. Q. to K. R. fifth (*a*)
5. Q. to her third	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. Kt. fifth
7. Q. B. to Q. second	7. Q. Kt. to K. fourth (*b*)
8. Q. to K. third	8. Q. P. one (*c*)
9. K. B. to Q. third	9. Castles
10. K. Kt. to B. third	10. Q. to K. R. fourth
11. Kt. takes Kt.	11. P. takes Kt.
12. Castles on K. side	12. B. takes Kt.

Black. (Mr. P—T.)	*White.* (Mr. ST—N.)
13. B. takes B.	13. K. R. to K.
14. Q. to K. Kt. third	14. Q. to K. R. third
15. Q. R. to Q. (*d*)	15. Kt. to K. R. fourth
16. Q. to K. B. third (*e*)	16. Kt. to K. B. third
17. K. R. P. one	17. Q. B. to Q. second
18. Q. to K. Kt. third	18. Kt. to K. R. fourth
19. Q. to K. R. fourth	19. Q. to K. Kt. third
20. Q. B. to Q. second	20. K. R. P. one
21. K. Kt. P. two	21. Kt. to B. third
22. Q. B. to Q. B. third (*f*)	22. Q. B. to Q. B. third
23. K. B. P. two	23. Kt. takes K. P.
24. Q. R. to K. (*g*)	24. Q. R. to Q. B.
25. B. takes K. P.	25. K. B. P. one
26. K. B. takes Kt.	26. B. takes B.
27. K. B. P. one	27. B. takes K. B. P. (*h*)
28. R. takes B.	28. P. takes B.
29. Q. to K. B. second	29. K. P. one
30. Q. takes Q. R. P.	30. Q. to her third
31. Q. to K. third	31. R. to K. third
32. K. to K. Kt. second	32. Q. Kt. P. one
33. Q. R. to K. second	33. Q. R. to K.
34. Q. B. P. two	34. Q. to Q. B. third
35. Q. Kt. P. one	35. Q. R. to Q.
36. Q. to K. B. second	36. K. P. one (discovering check)
37. Q. to B. third	37. Q. to K.
38. K. R. to Q. fifth	38. R. takes R.
39. Q. takes R.	39. K. to R.
40. K. to K. Kt. third	40. Q. to K. second
41. Q. to K. B. fifth	41. Q. B. P. one
42. Q. to K. B. fourth	42. Q. B. P. one
43. K. R. P. one	43. R. to K. fifth
44. Q. to K. B. fifth	44. Q. to her third
45. K. to K. B. third	45. R. to K. (*i*)
46. K. to K. Kt. second	46. R. to K. B.
47. Q. to K. fourth	47. R. to K. B. fifth
48. Q. to K. eighth (check)	48. K. to R. second
49. Q. takes K. P.	49. R. takes Kt. P. (check)
50. K. to K. R. third	50. R. to Q. fifth
51. Q. to K. fifth	51. R. to Q. sixth (check)
52. K. to K. Kt. second	52. Q. to Q. B. third (check)
53. Q. to K. fourth (check)	53. Q. takes Q.
54. R. takes Q.	54. R. to Q. seventh (check)
55. K. to B. third	55. R. takes P.
56. R. to K. sixth	56. R. to Q. R. third (*k*)

Notes to Game XIX.

(*a*) This ingenious move, which is quite of modern origin, requires great caution in answering. In the present position, if the first player take Kt. with Kt., his opponent, by capturing K. P. with Q., gains the Pawn.

(*b*) We believe that White might here have safely won King's Pawn, by first taking off Q.'s Kt.

(*c*) Had White *now* ventured to seize the Pawn, as recommended in the preceding note, he would have remained with an inferior position.

K. B. takes Kt. - - - Q. B. takes B.

Q. or Kt. takes K. P. - - Kt. to Q. Kt. fifth, having the better Game.

(*d*) By examining the situation, the student of Chess will find that Black, in taking the King's P. at this point, would have lost a piece.

(*e*) Instead of so playing, we should have hazarded Q. to K. R. fourth, threatening to win the K. P.; and if the adversary had thrown forward his K. Kt. P. two squares, we should then have played Q. B. to Q. second.

Black—Q. to K. R. fourth - - *White*—Kt. P. two
B. to Q. second - - - - - - K. B. P. one
K. Kt. P. two, winning a piece.

(*f*) Black would have weakened his Game by advancing K. Kt. P. still further.

(*g*) Nothing could have been gained by attacking the Q. with K. B. P., either on this or on the following move.

(*h*) This very complex portion of the Game is well played on both sides.

(*i*) Threatening to win the Q.

(*k*) The contest was prolonged to nearly one hundred moves, and was finally given up as a drawn game.

GAME XX.

We have been favoured by Mr. Lewis with the subjoined Game, just played between M. P—— and M. J——H, the two strongest players in Russia. M. P—— gave the odds of Pawn and Move.

Black. (Mr. J—H.)	*White.* (Mr. P——.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. K. Kt. to B. third	4. K. P. one
5. Q. B. P. two	5. Q. B. takes Q. Kt.
6. Q. R. takes B.	6. K. B. checks
7. Q. B. to Q. second	7. B. takes B.
8. Q. takes B.	8. K. Kt. to K. second

Black. (M. J—H.)	*White.* (M. P——.)
9. Q. Kt. P. two	9. K. Kt. to K. B. fourth
10. Q. Kt. P. one	10. Q. Kt. to K. second
11. K. B. to Q. third	11. P. takes P.
12. K. B. takes P.	12. Q. Kt. to Q. fourth
13. Castles	13. Castles
14. K. Kt. to Kt. fifth	14. Q. to her second
15. K. Kt. P. two	15. K. Kt. to K. R. fifth
16. Q. to her third	16. K. Kt. to its third
17. K. B. takes Kt.	17. Q. takes B.
18. K. B. P. two	18. K. R. P. one
19. Kt. to K. R. third	19. Kt. to K. second
20. K. B. P. one	20. Q. to her second
21. Q. to Q. B. fourth	21. Kt. to Q. fourth
22. Kt. to K. B. fourth	22. Kt. takes Kt.
23. K. R. takes Kt.	23. Q. R. to K.
24. Q. R. to K. B.	24. Q. to her fourth
25. Q. takes Q.	25. P. takes Q.
26. K. P. one	26. Q. B. P. one
27. P. takes P.	27. P. takes P.
28. K. R. P. two	28. K. Kt. P. one
29. Q. R. to Q. Kt.	29. Q. R. takes K. P.
30. P. takes R.	30. R. takes R.
31. R. checks	31. K. to Kt. second
32. K. P. one	32. R. takes K. Kt. P. (check)
33. K. to B. second	33. R. to K. B. fifth (check)
34. K. to Kt. third	34. R. to K. fifth
35. P. becomes a Q.	35. R. takes Q.
36. R. takes R.	And

M. P. RESIGNED.

GAME XXI.

This capital little Game was played recently at GOODE'S CHESS ROOMS, between Mr. LEWIS and an AMATEUR; the former giving the Queen's Rook.

White. (Mr. LEWIS.)	*Black.* (AMATEUR.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. P. two (*a*)
4. K. B. takes Kt.	4. K. R. takes B.
5. Q. P. two	5 Q. Kt. takes P.
6. Kt. takes Kt.	6. P. takes Kt.
7. Q. takes P.	7. P. takes P.
8. Q. to her fifth	8. K. R. to its square
9. Q. to K. R. fifth (check)	9. K. Kt. P. one

White. (Mr. Lewis.)	*Black.* (Amateur.)
10. Q. to K. fifth (check)	10. K. to K. B. second
11. Castles (*b*)	11. K. B. to K. Kt. second
12. Q. to her fifth (check)	12. K. to his square
13. K. B. P. one	13. P. takes P. (*c*)
14. R. checks	14. K. to B.
15. Q. takes P. (check)	15. K. to Kt.
16. Q. B. to K. Kt. fifth (*d*)	16. Q. to K. B.
17. Q. to her fifth (check)	17. Q. to K. B. second
18. R. checks	18. K. B. to its square
19. Q. B. to K. R. sixth (*e*)	

AND CHECKMATES NEXT MOVE.

Notes to Game XXI.

(*a*) This deviation from the beaten track is not to be commended.

(*b*) White's three preceding moves are highly ingenious. He dared not take the Rook, because Black, by checking with K. B. at Q. B. fifth, would have won his Queen.

(*c*) Badly played; K. R. to B., Q. to B. third, or Q. to K. second, would have been far preferable.

(*d*) The young player will observe, that had Black taken this Bishop with his Queen, White could have checkmated him in two moves.

(*e*) The termination, indeed the whole of this petite Game, is admirably played by the first player.

GAME XXII.

Played between a Member of the London Chess Club and a strong Player of the West-End Chess Club.

White. (Mr. P—.)	*Black.* (Mr. W—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. Q. B. P. takes P.	6. K. B. to Q. Kt. third
7. K. R. P. one (*a*)	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. Castles
9. Castles	9. K. R. P. one
10. Q. R. P. one	10. Q. Kt. to K. second (*b*)
11. Q. to Q. B. second	11. K. to R. (*c*)
12. Q. B. to K. third	12. Q. Kt. to K. Kt. third
13. Q. R. to Q.	13. K. Kt. to R. fourth
14. K. P. one	14. Q. Kt. to K. R. fifth
15. Kt. takes Kt.	15. Q. takes Kt.

White. (Mr. P—.)	*Black.* (Mr. W—.)
16. Q. Kt. to Q. fifth	16. Q. P. takes P.
17. Kt. takes K. B.	17. Q. B. P. takes Kt.
18. Q. P. takes P.	18. Q. B. to K. third
19. Q. R. to Q. fourth	19. Q. to K. second
20. K. B. to K. second	20. K. Kt. P. one
21. B. takes K. R. P.	21. K. R. to Q. B.
22. Q. to Q. second	22. Kt. to K. Kt. second
23. Q. B. to K. Kt. fifth	23. Q. to Q. B. second
24. B. to K. B. sixth	24. K. to R. second (*d*)
25. R. to K. R. fourth (check)	25. Kt. to R. fourth
26. R. takes Kt. (check)	26. P. takes R.
27. K. B. checks, and Queen then mates in two moves.	

Notes to Game XXII.

(*a*) The advance of K. R. P. one step at this early stage of the Game, although decried by the old school of players, is almost universally adopted now in the Chess circles of London and Paris.

(*b*) It is a point of great importance, and one not sufficiently estimated by young Chess Players, to bring the two Knights into co-operative action on the side where the opposed King stands.

(*c*) Had Black immediately played his Q. Kt. to K. Kt. third, instead of moving his King, he would have lost a piece.

(*d*) Bad as is this move, he appears to have no better on the board.

GAME XXIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 3rd.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. to K. B. third
5. Castles	5. Q. P. one
6. Q. B. P. one	6. P. to Q. sixth
7. Q. takes P.	7. Q. to K. Kt. third
8. Q. B. to K. B. fourth	8. K. B. to K. second
9. Q. Kt. to Q. second	9. K. Kt. to R. third
10. Q. R. to K.	10. Castles
11. K. Kt. to Q. fourth	11. Q. Kt. to K. fourth
12. B. takes Kt.	12. P. takes B.
13. K. Kt. to B. third	13. K. B. to Q. third
14. K. R. P. one	14. K. to R. (*a*)
15. K. Kt. to R. fourth	15. Q. to K. R. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
16. Q. to K. Kt. third	16. K. B. P. two
17. Kt. takes P.	17. Kt. takes Kt.
18. P. takes Kt.	18. Q. B. takes P.
19. Q. Kt. to K. fourth	19. B. takes Kt.
20. R. takes B.	20. K. R. to B. third
21. Q. R. to K. R. fourth	21. Q. to K. B. fourth
22. Q. to K. third	22. Q. to her second
23. B. to Q. third	23. K. Kt. P. one
24. B. to K. fourth	24. Q. R. to K. B.
25. Q. to K. Kt. third	25. Q. to K. Kt. second
26. Q. Kt. P. two	26. Q. R. P. two
27. Q. R. P. one	27. P. takes P.
28. R. P. takes P.	28. Q. B. P. two
29. R. to Q. Kt.	29. P. takes P.
30. P. takes P.	30. K. B. to Q. B. second
31. K. to R.	31. R. to Q. Kt. third (*b*)
32. Q. Kt. P. one	32. K. B. to Q.
33. R. to K. Kt. fourth	33. K. Kt. P. one
34. B. to K. B. third	34. K. R. P. two
35. K. R. to K. fourth	35. K. Kt. P. one
36. P. takes P.	36. P. takes P.
37. Q. takes P.	37. R. checks
38. K. to Kt.	38. Q. to K. R. second
39. K. Kt. P. one	39. R. to K. Kt.
40. Q. to Q. B. eighth	40. B. to Q. Kt. third
41. Q. to Q. B. third	41. R. takes P. (check) (*c*)
42. K. to B.	42. B. to Q. fifth
43. Q. checks	43. R. interposes
44. Q. to Q. B. fourth	44. R. to K. R. eighth (check)
45. K. to his second	45. R. takes R.
46. R. takes K. B.	46. R. to Q. Kt. seventh (check)
47. R. interposes	47. R. takes R.
48. K. takes R.	48. R. to Q. (check)
49. K. to his second	49. Q. to K. R. third
50. Q. to Q. B. third	50. Q. to K. Kt. second
51. B. to K. fourth	51. K. to Kt.
52. Q. to Q. Kt. third (check)	52. K. to B.
53. Q. to K. B. third (check)	53. Q. to K. B. second
54. B. takes P.	54. Q. takes Q.
55. K. takes Q.	DRAWN GAME.

Notes to Game XXIII.

(*a*) An interesting variation arises from this position; suppose Black, instead of K. to R., played thus:

Q. B. takes R. P. - then White, as his best, K. Kt. to R. fourth
Q. to K. Kt. fourth, threatening Q.'s Kt. - Q. Kt. to K. B. third
Q. to Kt. fifth - - - - - - If K. to R. second, then
Kt. to K. B. fourth - - White may, however, play K. to R.

Black should, in that case, advance K. Kt. P. two; and, if White took Kt.'s P. with Kt., his adversary, by first taking K. Kt. P. with B. (check), and afterwards capturing Q. Kt., would have a fine game.

(*b*) We think the K. B. P. might have been taken safely.

(*c*) The last few moves are admirably played by M'Donnell.

(*d*) Mr. Lewis has a note upon this move:—"If, instead of this, he had played R. to adverse K. R. second, he would have won the Game."

(*e*) Had he taken the R. with P., White would have drawn the Game by "perpetual check."

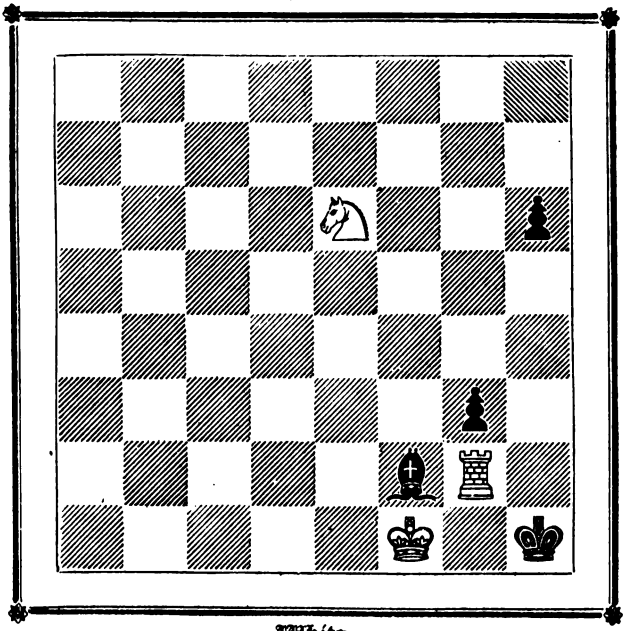
The result of the first six Games in this celebrated contest, three being drawn and two won by our countryman, must have somewhat startled De la Bourdonnais, who, upon his arrival, had confidently assured Mr. Lewis that, after playing a few Games with Mr. M'Donnell, upon even terms (winning them of course), he intended thoroughly beating that gentleman, at the Pawn and Move, and should finally give him Pawn and two Moves; at which odds he anticipated winning about an equal proportion of Games with his antagonist.

PROBLEM No. 8.

By the Rev. H. Bolton.

White to play, and give checkmate in nine moves.

Black.



White.

TO THE SECRETARIES AND HEADS OF CHESS CLUBS.

THE conductors of the present undertaking are using every exertion to render it deserving the support of the lovers of "CHESSE PLAYE;" and they confidently solicit the ready and active co-operation of the leading Members of the numerous Chess Societies, *large* and *small*, throughout the kingdom, to assist them in widely disseminating a work so fraught with instruction and entertainment, to the large brotherhood of Chess Players. All frivolous party objections should be lost sight of, and the main object, that of *permanently establishing* a *record* of the *finest Chess Play*, alone be kept in view.

NOTICES TO CORRESPONDENTS.

CHESS.

"ORIENT."—We have been particular in our inquiries upon the subject, and find that the Mr. Cochrane alluded to in Mr. Lewis's letter, who conducted the Madras Games in the Match given in our preceding Numbers, was not the celebrated Chess Player of the London Club. From a gentleman resident in Madras at the period when this Match was played, we learn that it excited a remarkable degree of interest, and that upwards of 10,000 rupees were dependent on the result; but the untimely death of Shah Sahib, the great player of Hyderabad, soon after the commencement of the Games, occasioned all bets to be drawn. Row Sahib, the next in skill to Shah Sahib, among the Hyderabad players, and to whom they intrusted the conclusion of the Games, although a good player, was vastly inferior to his renowned predecessor, from whom in play he always received the odds of a Rook; and there is every reason for believing that had the former lived to play out the Match, he would have won it. Mr. John Cochrane of the London Chess Club is now living we believe in Bombay; the entertaining work on Chess to which our Correspondent refers, was written by him.

"T. N. AND H. G."—Complain of the great difficulty they experience in solving the problems published in "The Chess Player's Chronicle," and suggest the advisability of adapting them to the capacity of the large majority of readers, "necessarily inferior players." Another Correspondent censures us for the introduction of stratagems so remarkably easy of solution, that he plucks out the heart of their mystery "without even setting up the pieces." We shall endeavour, as far as possible, to meet the wishes of Correspondents, but should experience some difficulty in producing problems adapted to capacities of every calibre.

"B. S."—"Can a King alone standing in front of three opposing Pawns, stop them?" Only in certain situations. Ponziani gives a

beautiful example of the Pawns winning against the King. Suppose White to have a Pawn at Q. Kt. 7th, another at Q. B. 6th, and a third at Q. R. 5th, and Black's King to be at his Q.'s Kt. square. When Black moves King, as he must, either to Q.'s B. second or to Q.'s R. second, White, sacrificing Q. Kt.'s P. wins easily by advancing the Rook's Pawn.

"C. B. W., NORWICH."—Black ought to win, whichever party has the move. Three Pawns on one side of the board, and *two* on the other, we should prefer, *cæteris paribus*, to *four* Pawns on one side, and *one* on the other.

"T. K., YORK."—There are two small Chess Clubs at Hull; one known as the Kingston, the other as the Hull Chess Club. The meetings of the former are held at the Public Rooms, Kingston-square. Our "Chronicle" ought to be delivered in York, with the other weekly publications, on Saturday.

"G. S. S., LIVERPOOL."—Many thanks for the promised assistance. We shall be glad to find a niche for the pending Game when it is concluded.

"S—R., WORCESTER."—A copy of the rules adopted by the London Chess Club may be procured of the Honorary Secretary. Any assistance in the formation of the Club which we can afford, will be freely rendered. Send the names of those desirous of subscribing.

"SHEER STEEL, SHEFFIELD."—The communication alluded to never reached us. All letters should be addressed (post paid) to the care of our publisher.

"G. W., BATH."—The paper was received; and the back Numbers have been forwarded as directed.

"A. A. M."—The Games so obligingly forwarded shall receive immediate attention.

"FREUDENSPRUNG."—The positions received with thanks. We shall be happy to keep our Correspondent's "Factory" in constant employ.

"L., GRAY'S INN."—The best player in the Berlin Chess Club, we are informed, is M. Bledow. There are several strong players in Hanover: one of these, a Curate, has just challenged the whole of the Hamburg Chess Club to a Match, by correspondence, for 1000 dollars.

"GREGORY."—"Who is the inventor of the following masterly Problem?—White K. at Q. R. 6th—White Kt. at Q. B. 6th—Pawn at Q. Kt. fourth, at Q. Kt. second, at Q. B. second, and at Q. third—Black K. at Q. R. fifth—Pawn at Q. Kt. fourth, at Q.'s fourth, at Q.'s fifth, and at K.'s third."—The Rev. H. Bolton.

THE PHILOSOPHY OF EDUCATION.

BY J. HEMMING WEBB.

Article II.

THERE are certain defects engrafted, so to speak, upon our character —inherent tendencies to wrong—which, unless they be corrected, will assuredly lead us into error. If we examine the conduct of what we understand as the natural mind, we shall discover that those seeds of evil appear to be sown in it, at birth, which so often spring up within it into dank and noxious weeds, as if to mar the good purposes we might desire to entertain, and to implant some thorn of sorrow in our peace.

The mind may be regarded as a principle variously operated upon, from a diversity of causes. It is notorious that it is the subject of early and deeply rooted prejudices and partialities, of involuntary affections, and of strong and *primâ facie* unaccountable antipathies and predilections. Thus, we may notice with ourselves, that from some things, even upon their first presentation, we seem instinctively to shrink, whilst towards others, under circumstances precisely similar, we appear to entertain sentiments directly the reverse. As in these particulars all minds are not equally or alike affected, it must be obvious, that the minds of all the species are not regulated in these respects by any settled principles of action, or by any fixed and determinate orders of means, but rather that, from some latent causes, the mind is made the subject of instability or caprice. If our feelings were strictly analyzed, though we might at times be at fault in our attempt to discover the reason of this perverseness, yet should we, for the most part, find it traceable to certain associations of ideas early induced and improperly directed. If, of necessity, we, on the one hand, adored all things beautiful, and on the other, detested all things loveless and impure, as in a healthy state of mind we should, we might not be left in doubt or incertitude as to the causes of the feelings we entertained. But such is not the state of the case: for do we not perceive how often, from the virtuous and the good, we turn coldly away, whilst we appear readily to embrace the vicious and the corrupt. For the reason of this it is vain to search abroad: we must look only within ourselves. Without, however, entering into any metaphysical speculations upon this point, it is sufficient for the purposes of our argument, to know the facts to be as we have stated them; and to admit that the mind is silently influenced by internal, or, if we may so term it, invisible, as well as by external and visible agencies; and that, consequently, it is requisite that these internal predispositions should be operated upon in the cultivation of the feelings, and in the proper regulation of the mind. As then these latent principles of action are early dealt with, and judiciously or injudiciously directed, so, as matter of course, will the impulsive or motive power at work within the mind, tend to good or to evil, to truth or to error; and so likewise the more or less steadily and willingly

will the mind itself, in after life, be guided by wisdom, and act upon sound doctrine, or the reverse.

If we bend to the perusal of the mind of even a little child, what is the lesson that we shall be taught? Is it not this? That it has been warped from the state of primeval innocency, and that cunning, duplicity, and a host of blackening characters, have been engraven there in its stead. Witness the falsehood to excuse a fault or to gratify a desire; the selfishness, the jealousy, and all the lurking passions of evil, which only require opportunity for their exercise, to be exhibited in their natural malignity and strength. Unhappily the propensities, which we might assert to be almost invariably the first developed in the mind, are cruelty and deceit, whose action is, if unchecked, to produce permanent unhappiness and misery; and that not only to the individuals, their subjects, but to those also with whom such individuals are connected, and ultimately to the community at large. Into the cause of this, it is not our business now to inquire; suffice it, that the heart has been declared to be "deceitful above all things, and desperately wicked;" and that, in confirmation of this, we may appeal to the undoubted fact, that the worst passions are generally the more strongly and prematurely developed. If then these injurious tendencies, instead of being subdued and subverted by a judicious and enlightened course of education, are by ignorance fostered and encouraged, incalculable mischief must inevitably ensue.

It may not be out of place, perhaps, here to remark, that in opposition to the doctrines which have been put forth upon the advantages of education to the humbler classes of the community—upon whose account, principally, though certainly not exclusively, the promoters of education are solicitous—it has been contended, that the lower orders of the people never think or reason, or in other words, that they follow heedlessly and without motive the impulses of the moment, whether they be right or wrong, and whether tending to misery or to joy; and that, consequently, upon this class of society education would be thrown away, and the labours of the philanthropist would result in merely wasted energy and profitless toil. If this were really the case, hopeless indeed would be the condition of mankind, sunken the character of our race, and lost the image of our God* stamped upon our lineaments at birth. If, however, it be the case that, from want of knowledge judiciously administered to them, our poorer brethren do not reason as they ought, how unanswerable a motive does there arise from this very circumstance for the institution of some system of education which shall teach them, and not only them, to think and to reason aright. But we repudiate the proposition that the poor do not think, that is, that they are incapable of reasoning correctly, as one both preposterous and pernicious. Man cannot but think. Every

* Genesis i. 26 and 27.

object he beholds, every sound he hears, every feeling he is conscious of, are subjects pregnant of thought; and, in the same way, is every action most clearly deducible from motive, expressed or implied. Man is essentially a thinking, and consequently a reasoning, being. There is ever a process of ratiocination, of calculation, or reckoning, call it what we may, at work within the mind—a process enduring as existence, and as observable in the case of the lunatic as of the sane man; and hence it becomes a positive and undeniable duty to guide and improve those powers of the mind, which, as they must be in exercise, if not directed to good, will assuredly and incontrovertibly lapse into ill.

It is not, however, pretended that education can alter our *nature*. All that we contend for here is, that as the lapidary by his skill can bring out the veins and exquisite marks of the marble, and as the purifier can separate the pure ore from the baser metal, so education rightly practised will bring out the finer and purer principles of our being. And in support of this view, it is not a little consolatory to remember that in even the most hardened by crime, or the most enslaved by superstition and prejudice, these better principles of our nature are not dead, but only dormant; and that, though it may not be possible to bring them into complete operation in the minds of the more vicious and more matured, yet, in the pliable minds of the young, education will tend to repress, if it may not entirely eradicate or change, these evil passions, and that it must serve to exalt and refine the more virtuous and the more lovely.

This wasting of our thoughts, then—this misdirection of our desires—this tendency towards ill to which we are so prone, education steps in to prevent, to correct, and to remove: and this, by forming the habits, by tempering the judgment, by controlling the passions, and by so regulating and attuning the mind, as to awaken within it a love for the beautiful, the perfect, and the pure; not with regard to the region of nature alone, but also as respects the higher worlds of feeling and belief in relation to the spiritual and the eternal. The province of education, as Dr. Beattie has admirably remarked, is, "to teach us rather how than what to think, and so to improve our minds as to enable us to think for ourselves, rather than to load the memory with the thoughts of others." Based, therefore, upon the vital principles of religion, (but not upon sectarian prejudice,) and having for its *great* object the spread of religious knowledge and religious principles, (as upon a right understanding and practice of these, only, can man's happiness depend,) education may be regarded as the one powerful instrument necessary to the regeneration of our minds and hearts; and its object the promotion of man's best, his present, and his future welfare.

With respect to the pleasures derivable from mental culture, it may be observed, in addition to what has already been urged, that as the powers of intellect are superior to those of sense, the cultivation of the intellectual faculties, or in other words, mental culture, as subordinate to, yet in

some measure co-ordinate with, the improvement of the moral feelings, and the inculcation of religious sentiments, (not, however, as we shall hereafter show, altogether to exclude the consideration of the physical functions,) must be a principal object of regard to the educationist. They, therefore, who are the subjects of neglect in this respect, whose minds are untutored, whose nobler faculties are undeveloped, and whose passions are unrefined and unsubdued, are deprived of the highest and noblest satisfactions of which, as intellectual beings, they are capable. We shall do well to examine and illustrate this proposition. This we may do by turning, for a moment, to the science of geology. Suppose an uneducated man—unenlightened as respects this department of knowledge—to discover some curious fossil remains embosomed in the earth. As the consequence of his ignorance of their history, slight and evanescent will be the sense of gratification which he will experience, inasmuch as, at the utmost, it cannot consist in more than a mere sense of surprise, and the limited degree and description of pleasure derivable therefrom, occasioned by the perception of something which to him is novel and unknown. But let the disciple of this sublime science be placed in a like position, and how, by means of the knowledge he has acquired, will he, in the specimens before him, eloquent of extinct life, and speaking with "their dumb mouths" to his mind—trace through the various ages, which must have rolled away since first the creature whose altered state he beholds had existence, and pointing to the period when it moved and lived—detail to us its character, history, and being.

But it is not only by the insight which education gives a man into the sublimities of philosophy, and the deep and abstruse matters of science, that either benefit or pleasure is conferred. Oh, no! To the transactions of every-day life it imparts new interest, and surrounds them with a halo of inextinguishable and unmitigable pleasure. Here the poorest peasant, as the richest noble, may drink of the fountain of delight; and the homely meal, the russet gown, and the rustic cot may be looked upon and appreciated with all the poetry of feeling and fervour of enthusiasm, attachable to the palaces of the great, and the domains of the powerful and the wealthy. Nor only this. Upon the world of matter, as upon the world of mind, education bestows a fairer complexion, and enlivens both by shedding over them a brighter hue and a more effulgent radiance. And by furnishing the mind, in the exercise of its numerous and wonderful faculties, with subjects of meditation, admiration, and love, it brings out, in their brightest colours, all the secret beauties, and reveals the hidden treasures of these objects in rich and grand array. In fact, the pleasures arising from mental culture are as indefinite as the range of the mental powers is illimitable, and the means of their operation various. Wonderfully, indeed, does the cultivation of the mental faculties elevate the soul, purify the heart, and ennoble our moral being. Ye who have mixed in the dazzling blaze which illumines the halls of revelry and merriment,

and ye whose cheeks have been flushed and fevered by wild rejoicing over the wine cup, tell me if you are happier than they who have made knowledge the divine object of their pursuit—divine, as raising them nearer to the Author of all knowledge—than they who nightly scan the stars which stud the firmament of Heaven, and "reading their rays," and viewing their countless number, seem, with hearts ascended to the Divine original, to breathe the music of the spheres, and to catch the melodies which, struck from celestial harps, proclaim—

"For ever singing as they shine,
The hand that made us is divine;"

or than they who, year on year, beneath the feeble glimmer of the midnight lamp, have drunk deeply from the wells of truth and the fountains of knowledge, which their solitary companions, their monitors and instructors, their books, have opened to their minds. Surely it were a needless thing to inquire whence the largest amount of positive gratification in such cases can be drawn, or upon whose spirits the most lasting and pleasing impressions can be left. Little can they, to whom the stores of instruction are sealed letters, dark and inexplicable mysteries, know of the pleasures experienced by those whose minds can dwell upon the remembrance of the mighty empires of the past decayed—of Egypt, with her wonders and her mystic lore—of Babylon, her monuments of art, her hanging gardens, and her streets of gold—of Persia, her luxury, her palaces, her pride—of Greece, her hardihood, simplicity and grace, her classic literature, her worship mythological—of Rome, imperial, haughty Rome, with all her blood-bought crowns of victory wreathed around her pallid brow; or of that mind which can survey in their pride of intellect, the sublime though erroneous systems of philosophy of a Plato, a Pythagoras, and an Aristotle, and the genius which framed the unnumbered creeds and maxims of the hundred-thousand heathen-worshipped deities, and the Koran of the Mussulman's belief; or the incomparable delight of that mind which, contemplating with wrapt and calm devotion the enlightened philosophy, the pure morality, the benign and holy faith revealed to us in the word of truth and life, and which it is the business of a proper course of education to unfold and to display, can give "a reason for the hope that is in him." Such, then, may we present as a brief outline of the chief pleasures arising from mental culture,—pleasures the more felt and enjoyed, the more they are partaken of, the more they are prized and wooed.

This agreeable "Fragment" is extracted from the entertaining Work on Chess by Twiss.

When now the hostile maid refus'd to yield
The honours of the well-disputed field,
When her firm Phalanx wedg'd in close array
Press'd tow'rds the goal, and turn'd the doubtful day;

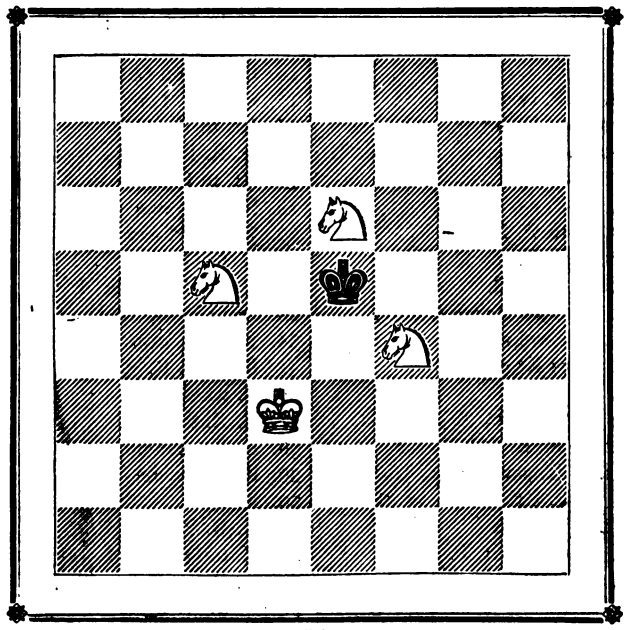
The Knight despair'd by open force to gain
Victorious laurels on the chequer'd plain,
And long revolv'd within his wily breast
What friendly pow'r would aid his conquest best.
Distress'd by doubt, and urg'd by deep despair,
At length to Morpheus he address'd his pray'r;
A gentle, harmless, inoffensive pow'r,
And ne'er invok'd in fighting fields before!
He turn'd, observant, to the setting sun;
Thrice yawn'd; and his petition thus begun.
O thou! whose equal, mild, and grateful sway
The Wretched welcome, and the Great obey,
If e'er with murmur'd spells of magic sound
I spread thine Empire ev'n on holy ground,
Till drowsy vapours crept from pew to pew
Till all the nodding audience bow'd to you
And hung their heads like flow'rs beneath the dew,
In instant slumbers seal those hostile eyes,
And let my troops th' unwary foe surprise,
My grateful hand to thee shall consecrate
An ample folio of stupendous weight,
Words of such opiate virtue shall compose
The soporific soft Lethean dose,
No mortal eye-lids shall resist the charm,
No Dutchman's phlegm against its influence arm,
Thy most rebellious subjects then shall know
Thy pow'r, and to thy leaden sceptre bow.
He said: when Morpheus from a cloud descends
And o'er the female chief his wand extends.
Then from her eye the martial ardour fled
And ev'ry project vanish'd from her head.
She yawns, she nods; no more o'erlooks the field,
In leaden, deep and death-like slumbers seal'd
Now scatter'd wide, her broken squadrons fly,
Nobles and Pawns in wide disorder lie,
Ruin succeeds confusion, shameful flight,
And her pale troops grew paler with affright:
While ardent Hope the conqu'ring bands o'erspread
With a new flush of more enliven'd red;
At length the Queen, the captiv'd Queen is lost,
And instant fate o'erwhelms the scatter'd host.
So when Ulysses, from the Trojan realm,
Ten weary nights had waken'd at the helm,
Just as his native shore salutes his eyes,
And Ithaca's blue hills in prospect rise,
By sleep's resistless charms the Chief opprest,
Exhausted sinks to momentary rest,
Back o'er the bounding waves the vessel flew,
And tempests toss'd his shatter'd bark anew;
But Morpheus, ever prone to raise th' oppress'd,
To sooth the sad and succour the distress'd,
Around the vanquish'd maid's inglorious head
With lenient care his downy pinions spread,
Plac'd her by laurel groves and crystal streams,
And sooth'd her fancy with auspicious dreams.
Cheer'd with fresh hopes she views the morning light,
And burns with ardour to renew the fight.

PROBLEM, No. 9.

For this instructive specimen of skill, in manœuvring the Knights, we are indebted to our esteemed Correspondent, The Rev. H. BOLTON.

White, with the advantage of playing first, Mates in fourteen moves.

Black.



White.

THE Games, in the present Number, are chiefly taken from a valuable collection of unpublished Chess MSS., which has been forwarded to us by the Honorary Secretary of the London Club; to whose prompt and friendly assistance, in the establishment of this Periodical, we have sincere pleasure in acknowledging our obligations.

GAME XXIV.

Played, last week, between two strong Metropolitan Players.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. P. one	4. Q. P. one

Black.	*White.*
5. K. R. P. one	5. Kt. to K. B. third
6. Castles	6. Q. B. to K. third
7. B. to Q. Kt. third	7. B. takes B.
8. R. P. takes B.	8. Q. R. P. one (*a*)
9. Q. Kt. to B. third	9. Q. Kt. to Q. fifth
10. Kt. takes Kt.	10. B. takes Kt.
11. Kt. to K. second	11. B. to Q. Kt. third
12. Kt. to K. Kt. third	12. Q. to her second
13. Q. B. to K. third	13. B. takes B.
14. P. takes B. (*b*)	14. Castles on Q. side
15. Q. B. P. two	15. Q. B. P. two (*c*)
16. Doubled Q. Kt. P. one	16. Kt. to K.
17. Doubled P. one	17. Q. R. P. takes P.
18. P. takes P.	18. Kt. to Q. B. second
19. Q. to Q. Kt. third (*d*)	19. K. B. P. one
20. Q. R. to Q. R. fifth	20. Q. Kt. P. one
21. Q. R. to R. seventh	21. K. to Q. Kt.
22. K. R. to Q. R.	22. Q. takes doubled P. (*e*)
23. Q. R. to R. eighth (check)	23. K. to Kt. second
24. K. R. checks	24. K. to B. third
25. R. takes Kt. (check)	25. K. takes R.
26. Q. takes Q.	26. R. takes R.
27. Q. to Q. B. fourth	27. K. R. to K. B.
28. Kt. to K. B. fifth	28. K. Kt. P. one
29. Kt. to K. seventh	29. K. B. P. one
30. Q. to Q. Kt. fifth	30. K. to Q.
31. Kt. to Q. fifth	31. K. B. P. takes P.
32. Q. takes Q. Kt. P. (check)	32. K. to Q. second
33. Q. P. takes P.	33. Q. R. to K.
34. Q. to Q. Kt. seventh (check)	34. K. to K. third
35. Kt. to Q. B. seventh (check)	35. K. to K. B. third
36. Kt. takes R. (check); and, after a few more moves, the second player resigned.	

Notes to Game XXIV.

(*a*) A weak move, we think.

(*b*) The disadvantage of the doubled Pawns, on Black's side, is compensated by the position of his Kt. and the scope afforded for the action of his two Rooks.

(*c*) This is not a good move; it provokes the advance of Black's Pawns.

(*d*) Much better than attacking the Kt. with Pawn.

(*e*) By this ill-judged move, White lost his Queen; his Game, how-

ever, was almost hopeless, as Black threatened, at his next move, to play Queen to her fifth, and would thus have forced the mate.

Q. to her fifth - - - - - - - Kt. takes Q.
Q. R. to R. eighth (check) - - K. to Kt. or B. second
K. R. checkmates.

If the Kt. does not take Q., the Mate is given in two or three moves.

GAME XXV.

Between the same Competitors.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks
4. K. to B.	4. Q. to K. B. third (*a*)
5. Q. P. two	5. Q. P. one
6. Q. Kt. to B. third	6. Q. B. P. one
7. K. P. one	7. P. takes P.
8. Kt. to K. fourth	8. Q. to K. second
9. P. takes P.	9. Q. takes P.
10. Q. to K. B. third	10. Q. B. to K. B. fourth
11. Kt. to K. Kt. fifth	11. B. to Q. sixth (check)
12. P. takes B.	12. Q. takes Kt.
13. Q. B. takes P.	13. Q. to B. third
14. R. checks	14. B. to K. second
15. Kt. to R. third	15. K. R. P. one
16. Kt. to B. second	16. K. Kt. P. two
17. Q. to Kt. fourth (*b*)	17. Q. Kt. to Q. second
18. B. to Q. second	18. Q. to K. Kt. third
19. B. to Q. B. third	19. R. to R. second
20. K. R. P. two	20. Castles on Q. side
21. K. R. P. one	21. Q. to Q. third
22. Q. to K. B. fifth	22. K. Kt. to B. third
23. B. takes Kt.	23. Q. takes B.
24. Q. takes R. (*c*)	24. B. to Q. B. fourth
25. Q. takes K. B. P.	25. Q. takes Q. Kt. P. (*d*)
26. Kt. to Q.	26. Q. to Q. seventh (*e*)
27. Kt. to K. B. second	27. K. to B. second
28. Kt. to K. fourth	28. Q. to Q. Kt. fifth
29. Kt. takes B.	29. Q. takes Kt.
30. R. to K. seventh	30. Q. Kt. P. two
31. B. to K. sixth	31. Q. to her B. eighth (check)
32. K. to K. second	32. Q. takes R.
33. R. takes Kt. (check)	33. R. takes R.
34. Q. takes R. (check)	34. K. to Kt. third
35. Q. to Q. eighth (check)	35. K. to B. fourth

White.	*Black.*
36. Q. P. checks	36. K. to Kt. fifth
37. Q. to K. seventh (check)	37. K. to R. fifth
38. Q. takes Q. R. P. (check)	38. K. to Kt. fifth
39. Q. R. P. one (check)	39. K. to B. sixth
40. Q. to Q. B. fifth (check)	40. K. to Kt. seventh
41. Q. to Q. Kt. fourth (check)	41. K. to R. eighth
42. Q. to B. third (check)	42. K. to Kt. eighth
43. Q. to Q. third (check)	43. K. to Kt. seventh
44. Q. to Q. second (check)	44. K. takes P.
45. Q. to B. third (check)	45. K. to R. fifth
46. B. to Q. Kt. third (check)	46. K. to R. sixth
47. B. to Q. B. second (discov. ch.)	47. K. to R. seventh
48. Q. to Kt. third (check), and mates next move (*f*)	

Notes to Game XXV.

(*a*) Retreating the Queen to this square we cannot think good play: she retards the advance of her own forces, and is a prominent object of attack to those of the enemy.

(*b*) Threatening checkmate at the adversary's Q. B. square.

(*c*) The preliminary moves leading to the capture of this piece were well played by White.

(*d*) Notwithstanding the serious loss sustained by Black, he acquired, at this point, so formidable an attack, that great skill and vigilance were necessary to defeat it.

(*e*) The obvious movement for Black, "Rook to King's B.," he could not avail himself of, from apprehension of the opposing Rook's check.

(*f*) The concluding moves of this Game are highly creditable to the ingenuity of the first player.

GAME XXVI.

Between the Honorary Secretary of the London Chess Club and Mr. —, of the same Club.

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. B. to K. Kt. second
5. Q. P. two	5. K. R. P. one
6. Q. B. P. one	6. Q. P. one
7. Q. to Kt. third	7. Q. to K. second
8. Castles	8. Q. Kt. to B. third
9. Q. Kt. to R. third	9. K. Kt. to B. third

Black. (Mr. —.)	*White.* (Hon. Sec.)
10. K. P. one	10. P. takes P.
11. P. takes P.	11. Kt. takes P.
12. Kt. takes Kt.	12. Q. takes Kt.
13. B. takes B. P. (check)	13. K. to B.
14. B. to Kt. sixth	14. B. to K. third
15. Q. takes Q. Kt. P.	15. B. to Q. fourth
16. Q. to Q. Kt. fourth (check)	16. K. to Kt.
17. B. to Q. second	17. K. B. to its square
18. Q. to R. fifth	18. Kt. to its fifth
19. Q. B. P. one (*a*)	19. Q. to her fifth (check) (*b*)
20. K. to R.	20. K. B. to Q. B. fourth (*c*)
21. B. to K.	21. B. takes K. Kt. P. (check)
22. K. takes B.	22. Kt. checks
23. K. to R.	23. Kt. takes R.
24. B. to B. seventh (check)	24. K. to R. second
25. B. to Kt. sixth (check)	25. K. takes B.

AND BLACK RESIGNS.

Notes to Game XXVI.

(*a*) Badly played. Q. R. to King might yet have saved the Game.

(*b*) Advancing K. B. P. one square, would have forced the Game at once.

(*c*) Threatening to play Q. to K. Kt. 8th, and checkmate with the Kt.

GAME XXVII.

In the Match between Messrs. S—. and P—.

White. (Mr. S—.)	*Black.* (Mr. P—.)
1. K. P. two	1. K. P. one
2. Q. B. P. two	2. Q. Kt. to B. third
3. Q. P. two	3. Q. P. two
4. Q. B. P. takes P. (*a*)	4. P. takes P.
5. K. P. one	5. Q. B. to K. B. fourth
6. Q. R. P. one (*b*)	6. K. B. P. one
7. K. Kt. to B. third	7. P. takes P.
8. P. takes P.	8. K. B. to Q. B. fourth
9. Q. B. to K. Kt. fifth	9. K. Kt. to K. second
10. K. B. to Q. Kt. fifth	10. Castles
11. B. takes Q. Kt.	11. P. takes B.
12. Castles	12. B. to K. Kt. fifth
13. Q. Kt. P. two	13. B. to Kt. third
14. Q. Kt. to B. third	14. Q. B. takes Kt.
15. P. takes B.	15. Q. to K. (*c*)
16. Q. B. to K. R. fourth	16. Kt. to K. B. fourth
17. B. to K. Kt. third	17. Kt. takes B.

White. (Mr. S—.)	*Black.* (Mr. P—.)
18. R. P. takes Kt.	18. Q. takes K. P. (*d*)
19. Kt. to K. second	19. R. takes P.
20. K. to Kt. second	20. Q. to K. fifth
21. K. to Kt.	21. Q. R. to K. (*e*)
22. Q. R. to R. second	22. Q. R. to K. B.
23. Kt. to K. B. fourth	23. R. takes P. (check)
24. K. to R. second	24. R. to K. B. sixth
25. Kt. to Kt. second	25. B. takes K. B. P.
26. R. takes B.	26. R. takes R.
27. R. takes R.	27. R. takes R.

AND THE WHITE RESIGNS.

Notes to Game XXVII.

(*a*) The advance of K. P. would have been a better move.

(*b*) Feebly played.

(*c*) Threatening to win the Bishop, by afterwards playing Q. to K. Kt.'s third.

(*d*) White's position is deplorable; the adverse Queen now threatens either to take the K. Kt.'s P. checking, or to win Queen's Knight.

(*e*) Lost time; by playing Q.'s Rook to K.'s Bishop's square at once, the Game must have been won immediately.

GAME XXVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 4th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. Q. P. one	7. Kt. to K. fourth (*a*)
8. Kt. takes Kt.	8. P. takes Kt.
9. Q. Kt. to B. third	9. K. Kt. to B. third
10. Q. B. to K. Kt. fifth	10. Castles
11. Q. to K. B. third	11. Q. to Q. third
12. B. takes Kt.	12. Q. takes B.
13. Q. takes Q.	13. P. takes Q.
14. K. Kt. P. two (*b*)	14. K. to Kt. second
15. Q. Kt. to K. second	15. K. R. to its square (*c*)
16. K. R. to Kt.	16. K. to B.
17. K. R. to Kt. second	17. K. to K. second
18. Castles	18. K. R. P. two

White. (M. De la B.)	*Black.* (Mr. M'D.)
19. K. Kt. P. one	19. K. B. P. one
20. Kt. to Q. B. third	20. K. B. to Q. B. fourth
21. K. Kt. P. one	21. K. B. to Q. third
22. K. Kt. P. takes P.	22. K. takes P.
23. K. B. P. two (*d*)	23. K. P. takes P.
24. Q. R. to K. Kt.	24. K. to B.
25. R. to K. Kt. sixth	25. P. to K. B. sixth
26. K. P. takes P. (*e*)	26. K. B. to K. fourth
27. Q. P. one	27. P. takes P.
28. R. to Kt. eighth (check)	28. R. takes R.
29. R. takes R. (check)	29. K. to his second
30. Kt. checks	30. K. to Q. second
31. B. to Q. Kt. fifth (checkmate)	

Notes to Game XXVIII.

(*a*) We prefer, in this position, playing the Q. Kt. to K. second, rather than to King's fourth or Q.'s Rook's fourth.

(*b*) Having obtained an opening, De la Bourdonnais prosecutes the attack with great spirit.

(*c*) Losing, it appears to us, both time and position.

(*d*) The vigour and determination of White's play, throughout this Game, is admirable.

(*e*) None but a very young player need be told that, if Black had taken this Pawn with his Bishop, he would have lost a piece by the check of Rook at K. B. 6th.

The good genius of M'Donnell seems, on this occasion, to have deserted him; his play, in many parts of the Game, is remarkable, from its feebleness and apparent deficiency of motive, while his opponent's is characterized by a force and brilliancy which are irresistible.

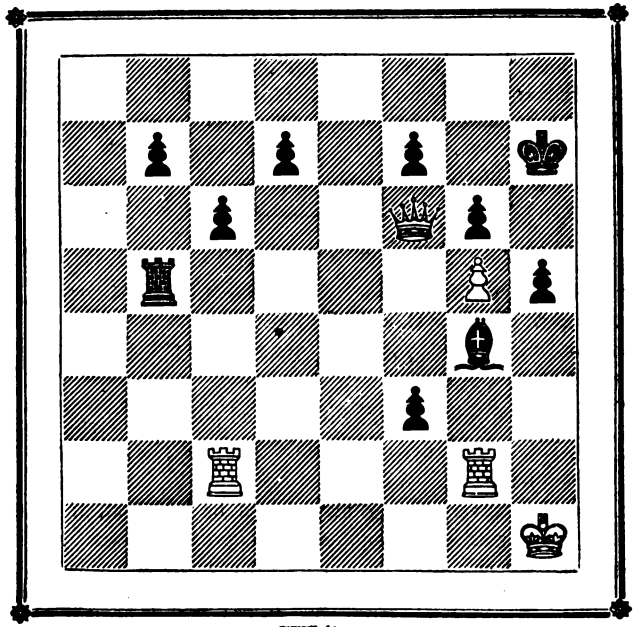
Through the kindness of Mr. Lewis, we are enabled, this week, to present our readers with a Stratagem, peculiarly subtle and ingenious, which was recently invented by the celebrated Russian Chess Player, M. Petroff.

Some time since, M. Petroff, for the amusement of the Parisian Chess Players, forwarded a Problem to the Editor of a French periodical, devoted to the illustration of Chess, more difficult even than the one we have this week the gratification of presenting. A solution of the above, in 66 moves, was discovered by M. Calvi, a leading player at Paris, and another by two German players of eminence. Upon these solutions being sent to the inventor, it was found that an important restriction in

the terms upon which the checkmate was to be given, had, unfortunately, been omitted by him. We purpose, next week, giving the Problem, with the corrected conditions, in obedience to which M. Petroff requires the mate to be effected.

PROBLEM, No. 10.

Black.



White.

White having to move, engages not to take the adverse Bishop, and to compel Black to checkmate him with the Rook in twenty-five moves.

NOTICES TO CORRESPONDENTS.

CHESS.

"G. R. R."—Who is so "desirous of having difficult problems to solve," may exercise his sagacity upon the following, which it is probable he never met with:—White King at Q. Kt.'s sqr., White Queen at K. R.'s fifth, White Bishop at K. R.'s fourth, White Bishop at K. R.'s third, and White Pawn at Q. Kt.'s second; Black King at Q. Kt.'s sixth, Pawn at Q. Kt.'s third, Pawn at Q. Kt.'s fourth, and Pawn at Q. Kt.'s fifth.—Having so arranged the pieces, let him inform us how White, playing first, effects Mate with his Pawn in twelve moves, *without capturing his adversary's Pawns* or *permitting them to move*. We shall be obliged also

if he will favour us with a correct solution of the following stratagem:—White King at K. B.'s fifth, White Q. at Q. R.'s third, White Rook at Q. R.'s fourth, Pawn at K. Kt.'s fifth, and Pawn at K. R.'s sixth. Black King at K. R.'s sqr.—White having the move checkmates *with his Pawn* in ten moves, *without taking* the adversary's Pawn.

"C. T., GREENWICH."—The solution is correct. C. T.'s suggestion respecting the introduction of contributing names is needless—we are scrupulously cautious in that particular, not to give offence to any one.

"J. M., BRIGHTON."—Every move in the game mentioned is printed correctly. Playing games over from book, with accuracy, requires much more care and attention than young players are usually disposed to bestow. To his several inquiries touching the relative value of Rooks, Bishops and Knights, and the "how" and "when" of Castling, we must refer him to an excellent little work, by Mr. Lewis, intituled "Chess for Beginners," which he should obtain immediately.

"A. L., LEAMINGTON."—"In your last number some allusion is made to the Hamburgh Club. Will you oblige a subscriber by giving the names of their first players, and also the name of the best Russian player?" We are not acquainted with the names of any Hamburgh players.—M. Petroff, the inventor of the fine problem which graces our present number, has the reputation of being the leading Chess Player of Russia.

"S. S."—We certainly promised and purposed to publish solutions to our problems in the way S. S. mentions, but four or five epistles praying us to withhold the key to the problems until the appearance of an index to the first volume have "given us pause." If, however, we find the general opinion of our readers is in favour of the plan proposed, of giving solutions weekly, we shall not hesitate to adopt it.

"B. B."—"A player giving me the odds of Queen's Rook, the other evening claimed to Castle on the side from whence at the opening of the game he had removed the Rook; could he rightfully do so?" He could, we believe, legally claim so to Castle, absurd as such a regulation must appear.

"R. P. L., VAUXHALL."—The packet was received. We shall be glad to hear again from our friendly communicant at his earliest convenience.

"E. W., BRISTOL."—Thanks for the Budget. The former games were mislaid, or they would long ere this have appeared.

"G. S. S., LIVERPOOL."—The game shall be duly examined. In the mean time, we shall be glad to receive some additional specimens of Liverpool play.

"D. E. H."—Arrangements are already in progress to obtain communications from the Continental Chess Clubs named, and every disposition, we are happy to say, is shown by the leading members to co-operate with us in giving popularity to the CHESS PLAYER'S CHRONICLE.

"C. B. W., NORWICH."—We shall be obliged by our friendly cor-

respondent's favouring us with the name of the Secretary of the M. Club.

"W. K., WINDSOR."—We have no recollection of seeing the list adverted to, and shall be glad to receive another copy. Those Secretaries of Chess Clubs who have not yet sent in the lists of their several clubs, should lose no time in forwarding them to the Editor, who is engaged in drawing up an alphabetical register of the different institutions where Chess is played throughout the United Kingdom.

"AN OLD CHESS PLAYER wishes to be informed whether Philidor and Sarratt ever played together?" We believe not.

"R. R."—Were not the treatises on Chess by Lolli and Ponziani published long prior to the appearance of Philidor's "Analysis of the Game of Chess." No, not until some time after.

DISQUISITION UPON THE GAME OF CHESS.

The following interesting Dissertation upon Chess, by the Hon. DAINES BARRINGTON, is extracted from Vol. 9 of the Archæologia:—

MOST of the Treatises written on this subject, have rather been calculated to teach the manner in which this Game should be played, than to illustrate its antiquities.

From these, however, I must except Hyde, in his most excellent History of *Eastern Games*,* in which there is much Oriental as well as other learning.

It seems to be generally agreed that we derive Chess from Asia, and most writers have supposed Persia;† but I cannot give up the claim of the Chinese as inventors, though Hyde inclines against it, and chiefly because they have some additional pieces, which differ from ours, both in their form and powers.‡ This single circumstance, however, by no means appears conclusive to me, because, in all countries, the players will make innovations, though it remains the same in substance, as I shall be able to prove happened in Italy, when *Archescacchiere* or *Arch-Chess*§ was introduced. Du Halde, however, cites a Chinese treatise, by which it appears that it is the favourite Game of that country, and, as such, is sometimes depicted upon Chinese paper In Thibet, also, Chess is much in vogue, as it is throughout Bengal and Indoostan, with a

* There is besides a long article on this subject in Menage's Dictionary; and a Dissertation of M. Fieret's, in the fifth volume of the Memoirs of the Academy of Inscriptions. I do not mean by this that they are the only treatises upon Chess.

† From the names of some of the pieces.

‡ Hyde procured this information from a Chinese of Nankin, named Foking, in which part of China, probably, these alterations had been lately introduced.

§ The board at *Arch-Chess* had 100 squares instead of 64.—See *Fr. Piacenza, Torrino*, 1683, 4to.

native of which I have myself played; nor do the motives or rules differ much from our own. It is, therefore, highly probable that Thibet and Indoostan received Chess from the long* civilized empire of China, rather than from Persia, which it might reach in its progress westward, throughout Indoostan.

If this most interesting Game was known in Persia whilst Alexander or his successors continued there, they would, undoubtedly, have introduced it into Greece; and its name would certainly have been delivered down to us, together with the pieces and their moves.

This now brings me to consider the Grecian claim to the invention, which some learned writers† have carried back even to the siege of Troy, attributing it to Palamedes. Most of the passages relied upon, in proof of this opinion, are to be found in that amazing treasure of Greek literature, Henry Stephens's Thesaurus, article Πεσσος, or *pebble.*‡

Having examined all these passages, I may venture to say, that none of them relate to Chess, because there is not the most distant allusion to the putting the enemy's King in such a situation that he cannot be extricated, which is the great object of each player.

But as so many learned writers have laboured at this point, it would perhaps be improper to rest the whole refutation upon the above mentioned observation: and I shall, therefore, consider some of the principal citations, from which it is inferred that Chess was known to the Greeks and Romans.

The first of these is a line in the first book of the Odyssey, where it is said, that Penelope's suitors thus amused themselves§ before the gates of Ulysses' palace.

It is clear, however, from this passage, that it only proves the suitors played at some game with *pebbles* (πεσσοις); but what that game was we are totally uninformed. As it took place, however, in the open air, it is much more likely that it resembled a very common game, at every school, called *Hop-scot*, than the sedentary amusement of Chess. Unfortunately for the former supposition, Athenæus, in his first book, gives us, from a native of Ithaca (whose name was Cteson), a very particular account of the method of playing the Game of πεττεια by Penelope's suitors, which differs most materially from Chess, as the pieces were in number 108 instead of 32.

The principal piece, moreover (named *Penelope*), was placed in the vacant space between the two sets, whilst each player endeavoured to *strike* Penelope twice; in which, if he succeeded, he was supposed to have better pretensions than the other suitors.

Though Chess is supposed to have been known thus early in Ithaca,

* I may add, continuing to be civilized through such a succession of centuries.

† Among these, Vossius, Salmasius, and P. Sirmond.

‡ Sometimes written Πεττος and Πετεια.

§ Πεσσοισι προπαροιθε θυμου θυραων ετερποκ.

yet the invention of this ingenious Game hath been commonly attributed to Palamedes.

This Greek lived during the Trojan war; and was so renowned for his sagacity, that almost every early discovery was ascribed to him, insomuch that he hath been celebrated for that most *notable* of all inventions, *viz., the eating three meals a-day.**

The chief authority, however, for his being the inventor of Chess, is the following line from Sophocles:

"Εφευρε [sc. Palamedes] πεσσοις, κυβοις, τε, τερπνον αργιας ακος." †

Agreeable, however, to the observations before made upon this passage, from the first book of the Odyssey, nothing more can be inferred from this line, than that he invented some game which was played with pebbles, πεσσοις.

We find, therefore, that the whole of Palamedes' claim rests upon what the Game of πεττεια (or pebbles) was, as played by the Greeks; there is very little clue from any author whom I have happened to consult to guide us, any more than the mere name.

I think, however, that I can discover why the term of πεττεια, in Greek, hath so often been rendered Chess, whilst the origin of the Game is carried so far back as the time of Palamedes.

The Grecian judges of the early times seem to have been very corrupt, insomuch that Hesiod brands them with the name δωροφατοι, or *devourers of bribes;* but Palamedes having contrived the method of voting by ballot,‡ in some measure prevented this most shameful practice, whilst the decision for or against the criminal was given by putting into an urn white or black *pebbles:*

"Mos erat huic populo, niveis atrisque lapillis,
His damnare reos, illis absolvere culpâ."—*Ovid. Met.* l. xv.

And again:

"——————— et omnis
Calculus immitem demittitur ater in urnam."

Now the Game of πεττεια§ being played with white and black pebbles, and, in process of time, the original proposer of obliging the judges to pass sentence by ballot being forgot, Palamedes became inventor of the Game πεττεια, because it was played with white and black pebbles, which were also used by the judges in giving their decisions.

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* Δειπνα θ'αιρεισθαι τρια. Lloyd's Poetical Dictionary, article *Palamedes;* where he refers to a tragedy of Æschylus for this passage.

† By this line the invention of dice is also attributed to Palamedes, which ingenious discovery it is much wished, for the benefit of society, that he reserved to himself.

‡ Lloyd. Dict. Poet. Art. *Palamedes.*

§ Herodotus ascribes the invention of most games to the Lydians, amongst which he enumerates αστραγαλοι, together with *dice* and *balls.*

Having gone through the most material authorities which are to be found in the Greek writers, and having endeavoured to show that these passages cannot relate to Chess, I shall now consider some of the principal authorities in Latin which are relied upon for the same purpose. The game πεττεια in Greek was by the Romans termed Calculi*, or Latrunculi†. And we have fortunately such a description by Ovid how it was played, that no person who is acquainted with the moves of Chess can read it with attention and conceive that it is alluded to.

"Cautaque non stulte latronum prælia ludat
Unus cum gemino calculus hoste perit.
Bellatorque suo prensus sine compare bellat
Æmulus et cœptum sæpe recurrit iter.
Reticuloque pilæ læves funduntur aperto
Nec nisi quam tolles ulla movenda pila est.
Est genus in totidem tenui ratione redactum
Scriptula; quot menses lubricus annus habet.
Parva tabella capit, ternos utrinque lapillos
In quâ vicisse est, continuasse suos."

Ovid, Am. l. iii. 356, 375.

I must confess that after this very particular description, I do not thoroughly comprehend how this Roman game was played, but negatively it cannot be Chess.

Ovid, in the first place, gives it as his general advice to the Roman ladies that they should play well at Calculi or Latrunculi:—

"*Cautaque non stulte latronum prælia ludat.*"

Now, though ladies are undoubtedly capable of being great adepts at Chess, yet I think the Roman poet would not particularly recommend as an amusement to his female disciples a game which requires so much consideration and very intense attention.

But not to rely upon this observation, though it seems to deserve some weight, the second line, which makes it *necessary* for two pieces being employed in taking one, is not applicable to Chess:—

"*Unus cum gemino calculus hoste perit.*"

By the fifth line again—

"*Reticuloque pilæ læves funduntur aperto,*"

it should seem that all the pieces were uniform, and that they were thrown as dice are out of a box.

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* "Hic mihi, bis seno numeratur tessera puncto,
Calculus hic gemino discolor hoste perit."—*Martial*, l. xiv.
Which two lines are written upon a present of a board for that game.

† Probably so styled from the unexpected attacks which the players made on each other.

By the seventh or eighth lines, the *squares* or *divisions* were but twelve; at least so I understand *scriptula*.

> "*Est genus in totidem tenui ratione redactum*
> *Scriptula quot menses lubricus annus habet.*"

And lastly, by the ninth line, the pieces (or pebbles) were only six instead of thirty-two.

> "Parva tabella capit ternos utrinque lapillos."

The next authority produced by those who suppose that Chess was known to the Romans, is that of a poem sometimes ascribed to Lucan; but that it really was written by any of the ancients seems rather uncertain, as Maittaire hath not given it a place in his "Corpus Poetarium Latinorum." Be this, however, as it may, I shall cite the lines at length, as it is not to be found in every library, and must be allowed to contain stronger allusions to what may be deemed Chess, than any of the other passages which have been quoted.*

> "Te si fortè juvat studiorum pondere fessum
> Non languere tamen, lususque movere per artem;
> Callidiore modo tabula variatur aperta
> Calculus, et vitreo peraguntur millite bella,
> Ut niveus nigros nunc et niger alliget albos.
> Sed tibi quis non terga dedit, quis te duce cessit
> Calculus, aut quis non periturus perdidit hostem?
> Mille modis acies tua dimicat, ille petentem
> Dum jugit, ipse rapit, longo venit ille recessu
> Qui stetet in speculis, hic se committere rixæ
> Audet et in prœdem venientem decipit hostem
> Ancipites subit ille moras, semilisque ligato
> Obligat ille duos hic ad majora movetur,
> Ut citus et fractâ prorumpat in agmina mandrâ,
> Interea sectis quamvis acerrima surgunt
> Prœlia militibus, plenâ tamen ipse phalange
> Aut etiam pauco spoliatâ milite vincis
> Et tibi captivâ resonat manus utraque turbâ."

Now it is to be admitted that these lines allude to some game which so far agrees with that of Chess; but it seems almost impossible that he who means to describe the game, introducing so many particulars, should make no distinction either between the pieces or their moves, nor take notice of the great object of Chess antagonists to block up the adversary's King† so that he hath no retreat. On the contrary, the last line makes

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* This poem is addressed to Calpurnius Piso.

† As a proof of this, no one can read two lines of Vida's famous poem on Chess, which are not descriptive of some event peculiar to that game.

the conclusion of the game to consist merely in the greater number of pieces that are taken:

"Et tibi captivâ resonat manus utraque turba."*

Having thus endeavoured to show that Chess was neither known to the Greeks nor Romans, I shall condescend to more modern authorities which undoubtedly relate to Chess, and can mean no other game whatever.

(*To be continued in our next number.*)

EDITOR'S SCRAP WALLET.

Among the NOVELLE DI FRANCO SACCHETTI, the 184th is entitled, *A Curate, playing at Chess, conquering his companion, rings the alarm-bell, to show to whoever might come, how he had given checkmate; and, when his house is burning, nobody attends.*

The story is as follows:—

There was a curate, who was a very pleasant man and a great Chess player, living in Valdipesa. He often played for pastime with a gentleman of his neighbourhood, whom he used to checkmate five times out of six: notwithstanding which the gentleman would not only not allow it had been given him, but very often asserted he had given it to the curate.

One day it happened that the curate checkmated him in the middle of the Chess-board; this the gentleman ashamed and displeased would not allow, which the curate perceiving ran to the bells, which he began to ring; the peasants hearing this ran towards him in crowds, and when they had got near the parish church they wanted to know what was the matter. Said the curate to them, "I want you to see, and bear witness that I have given him checkmate in the middle of the Chess-board." The clowns began to laugh, saying, "Master curate, you make us lose our time," and then went away.

About a month after this, the same case happened, and the curate again rung the bells; the people again assembled, but not in such numbers as the first time; the curate desired them to look at the situation of the

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* I will add that the first line—

"Te si fortè juvat studiorum *pondere fessum*
Non languere tamen, &c."

cannot probably relate to Chess, which can scarcely be considered as a recreation whilst it requires so much consideration.

game; the peasants scoffed at him and complained, saying, "You may ring as much as you please, we come no more." The curate said to them, "Voi sapete, che nella morte di Cristo disse Caifas: e' conviene, che uno uomo muoja per lo popolo anzi che tutta la moltitudine perisca; ed io dico a voi, ch' egli é di necessità, che tutti abbiate un poco di fatica, acciochè costui esca del suo errore."

It happened soon after that a woman who was boiling lees in the curate's kitchen, set fire to the chimney: the curate immediately rang the alarm; the peasants were just returning from their work when they heard the bells, notwithstanding which they pursued their way home, saying to one another, "The curate is again playing at Chess, let him ring, he had better mind his prayers:" in the mean time his house was burnt down.

The next day the whole village was apprised of the fire; some pitied the curate, and others said he deserved it. Many of them went towards the church, where they found the poor parson standing, sorrowful and afflicted, who reproached them for not having assisted him, upon which they all told him as with one voice, "We thought you were playing at Chess:" to which the curate answered, "I was playing at Chess with the fire, which has given me checkmate and ruined me."

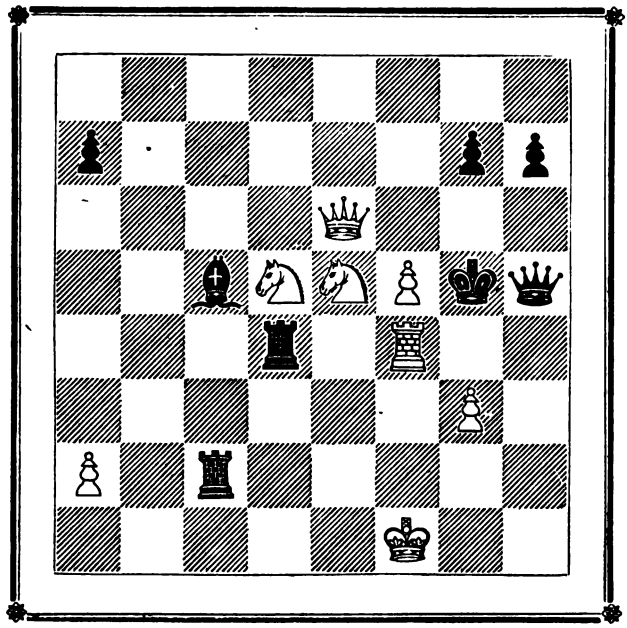
Dr. Robertson, in his History of Charles V. tells the following story of John Frederic, Elector of Saxony, who, in 1547, was taken prisoner by Charles, and condemned to suffer death by being beheaded.

"This decree was intimated to the Elector while amusing himself in playing at Chess with Ernest of Brunswick, his fellow-prisoner. He paused for a moment, though without discovering any symptom either of surprise or terror; and after taking notice of the irregularity as well as injustice of the Emperor's proceedings; 'It is easy,' continued he, 'to comprehend his scheme. I must die, because Wittemberg will not surrender; and I shall lay down my life with pleasure, if, by that sacrifice, I can preserve the dignity of my house, and transmit to my posterity the inheritance which belongs to them. Would to God, that this sentence may not affect my wife and children more than it intimidates me! and that they, for the sake of adding a few days to a life already too long, may not renounce honours and territories which they were born to possess!' He then turned to his antagonist, whom he challenged to continue the game. He played with his usual attention and ingenuity, and having beat Ernest, expressed all the satisfaction which is commonly felt on gaining such victories. After this he withdrew to his own apartment, that he might employ the rest of his time in such religious exercises as were proper in his situation."

PROBLEM, No. 11.

White, having the advantage of playing first, to give Checkmate in four moves.

Black.



White.

GAME XXIX.

Between the Honorary Secretary of the London Chess Club and Mr. —, a fine Metropolitan player.

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. to B. third	4. Q. P. one
5. K. R. P. one	5. K. Kt. to B. third
6. Q. P. one	6. K. R. P. one
7. Q. Kt. to K. second	7. Q. Kt. to K. second
8. Q. Kt. to K. Kt. third	8. Q. Kt. to K. Kt. third
9. Castles	9. Castles (*a*)
10. Q. B. to K. third	10. B. takes B.

Black. (Mr. —.)	*White.* (Hon. Sec.)
11. P. takes B.	11. Q. B. to K. third
12. B. to Q. Kt. third	12. Q. to her second (*b*)
13. K. to R. second	13. Q. R. P. one (*c*)
14. Q. B. P. one	14. Q. R. to K.
15. R. to K. B. second	15. Q. B. P. one
16. Q. to K. second	16. Q. P. one
17. Q. R. to K. B.	17. P. takes P.
18. P. takes P.	18. B. takes B.
19. P. takes B.	19. Q. to K. third
20. Kt. to Q. second	20. R. to Q.
21. R. takes Kt. (*d*)	21. P. takes R.
22. Kt. to K. B. fifth, and White cannot save the game. (*e*)	

Notes to Game XXIX.

(*a*) It is not often that a game so far advanced, presents on both sides such perfect similarity as the present. The capital pieces and the Pawns of each party are in precisely the same position, and the only advantage is on his side who has the move.

(*b*) With the intention, probably, of taking K. R. P. with the Bishop; a sacrifice that would have given him a powerful position for attack.

(*c*) Between really good players, one feeble or inefficient move at an advanced period of the game will suffice to lose it.

(*d*) Scientifically played.

(*e*) Had White taken Kt. with R., attacking the adverse Queen, Black, instead of taking the R., would have moved his Queen to K. R. fifth, and must have mated his opponent in a few moves.

GAME XXX.

Played between the Honorary Secretary of the London Chess Club and one of the most brilliant Metropolitan Players.

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. K. R. P. one
7. Castles	7. Kt. to K. second (*a*)
8. Q. to Q. B. second	8. Castles
9. Q. Kt. P. two	9. B. to K. third
10. Q. P. one	10. B. to K. Kt. fifth
11. B. to Q. Kt. second	11. B. takes Kt.
12. R. takes B.	12. Kt. to K. Kt. third

Black. (Mr. —.)	*White.* (Hon. Sec.)
13. B. to Q. Kt. third	13. Kt. to K. fourth
14. R. to B.	14. Q. Kt. to Q. second
15. Q. B. P. one	15. Q. to B. third (*b*)
16. Kt. to Q. second	16. Q. R. to K.
17. Q. R. to K.	17. Q. to K. second
18. K. to R.	18. Kt. to K. Kt. fifth
19. B. takes B.	19. K. takes B.
20. Q. to her third	20. Kt. to K. sixth
21. R. to K. Kt.	21. Kt. to K. fourth
22. Q. to K. second	22. K. Kt. P. one
23. K. Kt. P. one	23. Kt. to B. sixth
24. Kt. takes Kt.	24. Q. takes K. P.
25. Kt. P. takes P. (*c*)	25. Q. takes P. at K. B. fifth
26. Kt. to R. fourth	26. K. B. P. two
27. Kt. to Kt. second	27. Kt. takes Kt.
28. Q. takes Kt.	28. K. R. P. one
29. K. R. to K. B.	29. R. takes Q. R.
30. R. takes R.	30. K. R. P. one
31. Q. to her Kt.'s second (check)	31. K. to Kt. third
32. R. to K. sixth (check)	32. K. to R. fourth
33. Q. to K. second	33. K. R. P. one
34. B. to Q.	34. Q. Kt. P. one
35. K. to Kt.	35. Q. Kt. P. one
36. P. takes P.	36. Q. to her fifth (check)
37. K. to B.	37. Q. takes Q. P.
38. B. to Q. Kt. third	38. Q. to K. R. eighth (check)
39. K. to B. second	39. Q. takes R. P. (check)
40. K. to K.	40. Q. to Kt. eighth (check)
41. K. to Q. second	41. Q. to Kt. seventh

AND THE FIRST PLAYER RESIGNS. (*d*)

Notes to Game XXX.

(*a*) This gambit is opened on both sides according to the most approved method, and should be carefully examined by the young player before proceeding further.

(*b*) Threatening to win "the exchange," by checking with his Kt. and then taking Q. B. with Q.

(*c*) Skilfully played. Black, although subjected to a strong attack, has now the advantage of a Bishop more than his antagonist.

(*d*) The last ten or twelve moves of this game are admirably played by White.

GAME XXXI.

Recently played between two fine Players.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B.	4. K. Kt. P. two
5. Q. Kt. to B. third	5. B. to K. Kt. second
6. K. Kt. P. one	6. P. takes P.
7. K. to Kt. second (*a*)	7. B. takes Kt.
8. Kt. to K. B. third	8. Q. to Kt. fifth
9. K. R. P. one (*b*)	9. Q. to R. fourth
10. Q. P. takes B.	10. Q. P. one
11. Q. B. takes P.	11. K. R. P. one
12. B. to K. R. fourth	12. Q. Kt. to B. third
13. Q. to Q. second	13. K. Kt. to K. second
14. B. takes Kt.	14. Kt. takes B.
15. Kt. to Q. fourth	15. Q. P. one
16. P. takes P.	16. Kt. to K. Kt. third
17. Q. R. checks	17. K. to B.
18. Kt. to B. third	18. Q. to B. fourth
19. K. takes P.	19. K. R. to Kt.
20. K. to B. second	20. Kt. to B. fifth
21. Q. to K. third	21. Q. takes P. (check)
22. Kt. to Q. second	22. K. R. checks
23. K. to B. third	23. Q. takes Kt.
24. Q. takes Q.	24. R. takes Q.
25. K. takes Kt.	25. R. takes Q. Kt. P.
26. K. to K. fifth	26. Q. Kt. P. two
27. B. to Q. third	27. B. to Q. Kt. second
28. K. to B. sixth	28. R. checks
29. B. to K. B. fifth	29. Q. R. to Q.
30. K. R. to Kt.	30. Q. R. checks (*c*)
31. R. to K. sixth	31. R. takes B. (check)
32. K. takes R.	32. P. takes R. (check)
33. P. takes P.	33. B. to Q. B.
34. R. to K.	34. K. to his second
35. K. to Kt. sixth	35. R. takes P. (check)
36. R. takes R. (check)	36. B. takes R.
37. K. takes K. R. P.	37. B. takes Q. R. P.
38. K. to Kt. seventh	38. Q. R. P. two
39. R. P. one	39. R. P. one
40. R. P. one	40. R. P. one
41. R. P. one	41. B. to Q. Kt. eighth

AND WHITE RESIGNS.

Notes to Game XXXI.

(*a*) This ingenious variation of the Bishop's gambit was frequently played by Mr. M'Donnell with success, when he gave the odds of a Rook. It does not, however, appear to us so trustworthy as the acknowledged method of carrying on this spirited opening.

(*b*) He might have taken K. B.'s P. with the B., checking; and had Black ventured to take the B. with his King, White, giving check with the Kt. at K.'s fifth, would have won the Queen.

(*c*) If, instead of checking, Black had taken the Q.'s Pawn with his Rook, he would have been mated immediately; *ex. gr.*

	R. takes P.
K. R. to Kt. eighth (check) - -	K. takes R.
Q. R. to K. eighth (mate).	

GAME XXXII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 5th.)

Black. (Mr. M'D.)	*White.* (De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two (*a*)	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. K. P. one	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. P. one
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. Q. Kt. to Q. B. second	7. K. B. to K. second
8. Q. P. two	8. Castles (*b*)
9. K. B. to Q. third	9. Q. B. P. one
10. K. B. to K. second	10. Q. B. to Q. second
11. Castles	11. Q. Kt. P. two
12. Q. Kt. to K. third	12. Q. R. P. two
13. K. to R.	13. K. B. P. takes P.
14. K. B. P. takes P.	14. K. Kt. to B. fourth
15. K. Kt. P. two	15. Kt. takes Kt.
16. B. takes Kt.	16. Q. B. to K.
17. Q. to Q. second	17. Q. B. to K. Kt. third
18. K. Kt. to its fifth	18. B. takes Kt.
19. B. takes B.	19. Q. to her second
20. K. R. P. two (*c*)	20. Q. Kt. P. one
21. K. to R. second	21. Q. Kt. P. takes P.
22. P. takes P.	22. Q. R. P. one
23. K. R. P. one	23. Q. B. to K. fifth
24. K. R. P. one	24. K. Kt. P. one
25. Q. B. to K. B. sixth	25. Q. R. to Q. Kt.
26. Q. B. to K. Kt. seventh	26. Q. to K. second

Black. (Mr. M'D.)	*White.* (M. De la B.)
27. K. to Kt. third (*d*)	27. R. takes R.
28. R. takes R.	28. Q. R. P. one (*e*)
29. R. to K. B. sixth	29. Kt. to Q. R. fourth
30. B. to Q.	30. Kt. to Q. Kt. sixth
31. Q. to K. B. second (*f*)	31. Kt. to Q. B. eighth
32. K. B. to Q. R. fourth	32. Kt. to Q. sixth (*g*)
33. Q. to K. B.	33. K. Kt. P. one
34. K. B. to Q. B. second	34. Kt. to Q. B. fourth
35. Q. P. takes Kt.	35. B. takes B.
36. P. to Q. B. sixth	36. B. to Q. R. fifth
37. P. to Q. B. seventh	37. R. to K.
38. Q. to Q. B. (*h*)	38. Q. takes P.
39. Q. takes K. Kt. P.	39. B. to Q. B. seventh
40. B. to K. B. eighth (discovering check)	40. B. interposes
41. B. takes Q. R. P.	41. Q. to Q. second
42. B. to Q. sixth	42. Q. P. one
43. Q. to K. B. fourth	43. Q. to Q. B.
44. Q. takes Q. P.	44. Q. to Q. B. third
45. Q. to Q. R. seventh, and wins.	

Notes to Game XXXII.

(*a*) This opening has long been a favourite among the great players of the Café de la Regence, and some years since underwent a rigid analysis by MM. Des Chappelles and Mouret, who were of opinion that any other than the move here adopted gave an advantage to the second player.

(*b*) One of the most important moves for the defence, according to the authorities mentioned in the preceding note, that of Queen to her Kt.'s third, was omitted by De la Bourdonnais on the present occasion. In the games subsequently played by him with this opening, he rarely failed to make it, and as rarely failed to win.

(*c*) We commend the boldness and enterprise exhibited in the advance of these men. It is too much the custom of English players to permit their King to remain entrenched behind three passive Pawns until the enemy compels them to displace him.

(*d*) By playing his Rook to K. B. sixth, Black would have taken a still stronger position.

(*e*) A forlorn attempt to divert the attack of his opponent on the King's side.

(*f*) Capturing this Knight would have perilled the advantage he had already obtained.

(*g*) The fertility of resource which De la Bourdonnais displayed in situations of difficulty like the present, was admirable.

(*h*) The finished player will readily understand the superiority of this mode of play to the more obvious one of checking with the Rook, &c. To the student of Chess, however, for whose instruction these notes are chiefly intended, it may be advisable to show why the line of play which ninety-nine young players out of every hundred would recommend in this situation is erroneous. Suppose that Black, instead of the move recorded, had played

R. to K. B. eighth (check) R. takes R.
Q. takes R. (check) Q. takes Q.
B. takes Q.

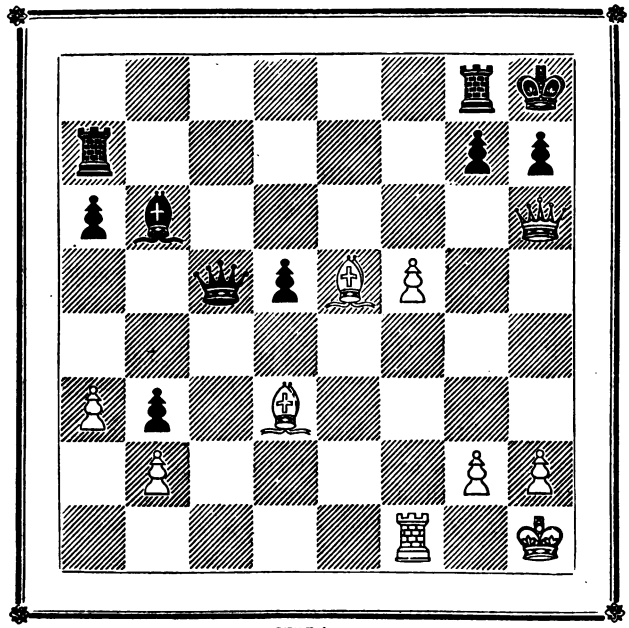
White would not then have taken the adverse Bishop with K., but, by playing his own to Queen's second, might have occasioned his opponent much trouble to prevent him "drawing" the game.

PROBLEM, No. 12.

From Mr. LEWIS'S Collection of Chess MSS.

White to move, and mate in four moves.

Black.



White.

PROBLEMS FOR YOUNG PLAYERS.

UNDER this head we purpose giving, each week, a couple of positions, designed for the amusement of learners; solutions to which will appear regularly in the following number.

No. 1.—By R. A. B.

White.	*Black.*
King at K. R.'s square	King at Q.
Rook at K.'s square	Q. at Q. seventh
B. at Q.'s fifth	R. at K. B.
Kt. at Q.'s sixth	R. at Q. B. second
B. at K. R. second	B. at Q. B.
	Kt. at Q.'s second
	P. at K. B. third

No. 2.—By R. A. B.

White.	*Black.*
King at K. Kt. third	King at K. Kt. third
B. at Q.'s fourth	B. at Q. Kt. fifth
B. at Q.'s fifth	P. at K. R. second
P. at K. R. fourth	P. at K. R. third
P. at K. B. fourth	P. at K. B. fourth
P. at K. sixth	P. at Q. seventh

White to move, and in each Problem to give checkmate in three moves.

NOTICES TO CORRESPONDENTS.

CHESS.

"CRITO and T. S. M."—Mr. Bolton's Problem with *three* White Knights, which appeared in our last number, is correct. A player, whose Pawn reaches the adverse "Royal line," may promote that Pawn to the rank of any capital piece he chooses; in this case he has made a Knight of him.

"N. R. P."—We are obliged for the hint, but had already determined on giving two of the Poems—"Caïssa," and the classic and elegant "Scacchiæ Ludus" of Vida, immediately.

"H. F., BIRMINGHAM."—When "H. F." has had the advantage of more practice at Chess, he will find that positions similar to the one he has sent us are not at all of uncommon occurrence, and that "perpetual check" frequently happens with twice the number of pieces named upon the board.

"R. W., REGENT'S PARK."—With the exception of lessons from a first-rate Chess Professor, we know of nothing so improving to the young player as going carefully through such games as are to be found in our "Chronicle."

"A. Z., HASTINGS.—By continuing to give occasionally reprints without Diagrams of positions not generally known in this country, as commenced in your last week's number, you will serve and delight a very numerous class of country subscribers, who have no opportunity of referring to scarce books upon their favourite Game."—We shall take advantage of this suggestion, and publish, each week, after our usual Notices to Correspondents, two or three skilful Stratagems, by the most esteemed Chess authors.

PROBLEM, from MENDHEIM.—White King at his 6th square; Kt. at K. B. 5th; Kt. at Q.'s 4th square.—Black King at his Rook's square; Pawn at K.'s 6th. *White to mate in nine moves.*

PROBLEM, from the same Author.—White King at Q.'s B.'s 2nd square; Kt. at Q.'s Kt.'s square; Kt. at Q.'s Rook's 3rd square.—Black King at Q.'s Rook's 8th square; Pawn at Q.'s Kt.'s 7th square. *White to move, and mate in five moves.*

PROBLEM from MAUVILLON.—White King at King's R.'s 5th; Bishop at Q. R.'s 3rd; Kt. at King's B.'s 5th; Pawn at K. R.'s 2nd; and Pawn at K.'s 7th.—Black King at his Kt.'s square; Pawn at K. Kt.'s 2nd. *White playing first, compels Black to give checkmate in ten moves.*

"R. A. B."—We are much indebted to our friendly Correspondent for his well-meant hints, and acceptable collection of "Juvenile Positions," of which he will perceive we intend to avail ourselves.

"W. H. C."—Forward the promised Problems immediately.

DISQUISITION UPON THE GAME OF CHESS.

BY THE

HON. DAINES BARRINGTON.

(*Continued from p.* 95.)

THE first mention which I have happened to meet with of a Game that bears any affinity to *Scacchia*, or Chess, is that in Du Fresne's "*Glossarium Mediæ et Infirmæ Græcitatis*," under the Article Ζατρικιον, where he cites a passage alluding to it from Anna Comnena's 12th book of her Alexias, as well as others from the Byzantine Historians. It is there stated that the Persians call it Ζαντρατζ, whilst the Constantinopolitan name is Εκακον.

One of these authorities supposes that Chess was received from Assyria, which probably may be true; but it should seem that the Assyrians had learned it from countries more to the eastward, as Sir Elijah Impey informs me that the board is still called satringe* in Bengal—which term also signifies a carpet, from its being generally chequered as the Chess-board is. As I shall, however, dwell rather

* In Arabic it is termed Shatrangj.—See *Hyde de Ludis Orient.*

more hereafter upon the claims of the more eastern parts of Asia to the invention of Chess, I shall now only observe, from some of these passages,* that it was rather a common game at Constantinople, in the twelfth century, when Anna Comnena flourished; and this, I conceive, will account for its introduction into Europe.

In the first crusades, before the destruction of the Eastern Empire, the adventurers often made a stay at Constantinople (the emperors of which were generally friendly to the Christian cause), and thus probably became acquainted with this bewitching game; which they introduced on their return to their respective countries. With regard to the European nations who thus had an opportunity of instructing themselves in Chess, there seems to be little doubt that it was first known to the Italians, from their greater vicinity to Constantinople, as well as their early trade with the eastern ports of the Mediterranean. We therefore find, by Boccaccio,† (who lived in the 14th century), that it was a most common amusement at Florence; and that there was a celebrated player, who (like Philidor) could beat two antagonists without seeing either of the Chess-boards.‡ If other proofs were wanting, the term of *gambet* at Chess, which hath been introduced (it is believed) into most European languages, is clearly of Italian origin; for, "dare il *gambetto*" § signifies to throw down your adversary in wrestling, by placing your foot against his.‖ Chess being thus introduced, continued to be the favourite game throughout Europe, till it was dropped for cards, not by their superiority surely, but because inferior players, at other games, had a better chance of winning. Before cards indeed had thus banished Chess, it was in such vogue, that both the kings of Spain ¶ and Portugal pensioned the great players, whilst they also staked considerable sums on the event of the game. We find, therefore, that three Italians set out from Naples for the court of Philip the Second,** where there was a famous player, and,

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* For these at length, see Du Fresne, Art. Ζατρικιον.

† "Chi andò dormire, e chi a giuocare con scacchi, e chi a tavole."—*Decameron, G.* 6. Again—"Qui e bello e fresco stare, ed hacci come vedete, e taviolieri, e schacchieri."—*Ibid. G.* 7.

‡ His name was Mangiolini, though I cannot now refer to my authority. A Saracen, called Buzecca, was also a distinguished player at Florence, and flourished before Mangiolini.

§ See the Crusca Dictionary, Art. *Gambetto.*

‖ The term of *Rook* is also Italian, and often signifies a *Castle*:—

"Sicura quasi *rocca* in alto monte."—*Dante, Purg.*

¶ Philip II., to whom may be added Sebastian, King of Portugal, and many other distinguished persons of those times.—*Pietro Carrera on Chess.* 1617.

** This is mentioned by Salvio, who was a Doctor of Laws, and may be said to have written the memoirs of the most distinguished Chess-players in the sixteenth century. The name of the Spanish player above alluded to was Ruy Lopes.—See *Salvio on Chess. Napoli*, 4to. 1634. The Spaniards probably learned Chess, or at least became adepts, during their Italian wars, and more particularly from the Neapolitans.

by concealing their strength, won very large sums. This, of course, opened every one's eyes; and it being impossible to know the full force of your antagonist, no one would play at Chess for money, which, therefore, like drafts,* went into disuse. Italy, however, continued to produce the greatest proficients at this game till the middle of the last century; and, therefore, Bayle, in his "Historical Dictionary," hath given two articles to Boi, of Syracuse,† and Gioachino Greco,‡ (commonly called the Calabrian,) for their eminence at Chess. Thus much with regard to Italy,§ from whence all Europe seems to have derived its knowledge of this game; and, perhaps, Spain may have the next claim, for having produced early players of eminence, from what I have already mentioned with regard to Philip the Second having so much encouraged those who were great adepts, and who resorted to his court at Madrid, where they were sure of meeting with a protector. As I am not aware of any decisive proofs which give priority to the other nations of Europe, after Italy and Spain, I shall now endeavour to state what I have been able to glean in relation to the introduction of Chess into this island. And here I cannot but dissent from Hyde's most learned Treatise on this Game, when he seems to suppose it known in England about the time of the Conquest, from the Court of Exchequer having been then first established.

Now true it is that the Barons of the Exchequer sit with a table before them, which is covered with a checquered cloth; but the use of this cloth is for settling the accounts to be passed before this court, the ceremony of which I have once seen, the sums being computed upon the squares; and if the computation made by one officer is right, another

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* I do not know from what nation we have borrowed this term of *drafts*. That of *dames* is more intelligible, as the common pieces, by reaching the top square of the antagonist, become *queens*.

† His Christian name was Paolo. He died at Naples, in 1598, and his burial was attended by most of the nobility.—See *Pietro Carrera on Chess*. 1617, 4to. Boi was much regarded by Philip II. and Urban VII., who is said to have offered him a bishoprick, but Boi would not take orders.—See *ibid.*, and also *Salvio*, who beat Boi at Naples, but when he was past seventy.

‡ Probably thence born in the Morea, but early transplanted to Calabria. Though originally very poor, he won 50,000 ducats at Paris, by playing at Chess. From Paris he went to England, where he was nearly murdered, and lost most of his effects; from thence to India, where he died, and left his substance to the Jesuits.

§ They who may wish to see more anecdotes with regard to the Chess-players of the 16th century, may consult the Italian writers before cited, and more particularly the memoirs of Putti, who was termed the Cavalier Errante, or Chess Knight Errant —his real name was Leonardo da Cutti. When he was very young he was beat by a Spaniard (Ruy Lopes), who afterwards returned to his own country. In the mean time, Putti shut himself up for two years, that he might become a greater proficient; after which he pursued Lopes to Madrid, and beat him.—See also *Mr. Twiss's curious Anecdotes of Chess, published since this Dissertation was laid before the Society of Antiquaries.*

declares it to *be a good sum.** It is possible that the chequer being so common a sign for a public-house, may have formerly been, for the same reason, of charging the reckoning; and it is remarkable that the same sign was used at ancient Pompeii, as appears by the engravings which are inserted in the fourth volume of the *Archæologia.*

It is possible, however, that Chess might be known in England in the next century, after the first crusade had taken place; but I should rather suppose, during the 13th century, upon the return of Edward the First from the Holy Land, where he continued so long and was attended by so many English.

The Turks, who never change their habits, are still great players at this game, which suits so well both their sedentary disposition and love of taciturnity. Many of these were often prisoners in the Christian camp, as were also the Christians to the Saracens, so that there was great opportunities of instruction during either of their confinements.

The first mention which I have met with of Chess being known in England is in a MS. of Simon Aylward, said by Hyde to be in the library of Magdalen College. The same learned writer cites another MS. of Lydgate, where are the following lines—

"Was of a Fers † so fortunate,
Into a corner drive and maat;"

which are very intelligible, if we suppose that the preceding line relates to the piece called *the King*, and they will then have the following meaning, *viz.*

"The King was by a fortunate Queen (of the adversary) driven into a corner of the Chess-board, and checkmated," which of course concludes the game.

Our ancestors certainly played much at Chess before the general introduction of cards, as no fewer than twenty-six English families have emblazoned Chess-boards and Chess-Rooks‡ in their arms,§ and it therefore must have been considered as a valuable accomplishment.

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* I am just informed that this ancient mode of accounting hath been disused about two years ago. It took place in Easter Term, when the expenses of the King's household were passed. One officer called out, "*What have you there?*" To which another answered (having piled halfpence and farthings in the square, in a regular progression), "*Such a sum.*" If this agreed with the supposed one by the first officer, he then pronounced it *a good sum.* Thus the account was understood by those who were present, though they could not write. Hence, perhaps, to *check* an account.

† Fers is said to signify, in the Persian language, General or Minister, and is applied to that piece of Chess, which we term the *Queen.*

‡ The Chess-rook is now more commonly called *the Castle*; its form may be seen in books of blazonry, which hath not the least similitude to a Castle. The no uncommon name of *Rook* may be derived from hence, as also the term of being rooked at play.

§ See Edmondson's Heraldry.

Hyde moreover states that Chess was much played at both in Wales and Ireland, and that in the latter, estates had depended upon the event of a game. I must own, however, that I have some doubts with regard to these facts, as neither of these countries were scarcely civilized till the latter end of the reign of Henry the Eighth. As for Wales, I doubt much, whether they have a term for the game in their own language, which probably is true likewise in regard to the Irish.

In 1474, Caxton published his book, intituled, *The Game at Chess*,* which he dedicates to the Duke of Clarence, and states to be a translation from the French; it therefore can be little doubted, but that this game was not uncommon during the reign of Edward the Fourth. To this I may add, that it appears by Sir John Fenn's late curious publication, that it was an amusement in most houses of rank in the time of Richard the Third, where it is said, "The Lady Morley had no harpinges or lutinges, during Christmas; but playing at Tables and Chess.† Chess being, therefore, not an uncommon game during the reign of Edward the Fourth, of course continued to be played by our ancestors till cards became the more general amusement. Sir Walter Raleigh is said by Hyde to have boasted that he could make the contest last as long as he pleased, from which assertion, however, I should infer that he was no great adept, as most Chess-matches are decided in an hour, and perhaps never exceed two unless the players take a nap between the moves. Such assertions, however, have deterred many from attempting to learn the game. It is alluded to likewise as being an amusement in the family of the ninth Earl of Northumberland, by a curious Manuscript, with the perusal of which I have been lately indulged.

We find the following presumptive proof that Queen Elizabeth was a player at Chess. There had been a tilting match before her Majesty, in which Sir Charles Blount (afterwards Lord Mountjoy) distinguished himself so greatly that the Queen sent him the next morning a Chess-Queen of gold, which was at the same time highly enamelled. It can scarcely be conceived that the Queen should have had such a Chess-piece in her cabinet, unless she sometimes played at that game.‡

James the First is supposed to have been a player at Chess; but in Εικων Βασιλικη advises his son against it, "because it is *over-wise*;" which, like most parental instruction, seems to have been little attended to, from the magnificent bag and elegant set of Chessmen, which I had the honour of lately exhibiting to the Society of Antiquaries, and which

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* Caxton herein attributes the invention of Chess to Philometer, *the Philosopher*, for the instruction of a wicked king.

† Fenn's Letters, Vol. II. p. 331. This letter is from Mrs. Paston to her husband.

‡ See a publication intituled The Phœnix, 2 vols. 8vo. 1707. The paper is from Sir Robert Naunton, who was Secretary to James I.

belonged to Charles the First;* they are now in the possession of Lord Barrington. In the present century, Stamma, who was a native of Aleppo, and resided some time in England as translator of Oriental dispatches to our court, published some select games at Chess, together with a few instructions;† and after him Hoyle taught how to open the game, at a crown per lesson.

Having thus brought down to the present times such anecdotes as I have happened to stumble upon, with regard to Chess-playing in England, I shall now pass over to France, where there seems to be, still earlier, but faint traces of the game having been known at least, but how generally is not perhaps so clear. The historian Carte‡ gives us the following account of a Chess-match, between Henry the First, before his accession to the throne of England, and Lewis le Gros, son to Philip of France.

This took place at Philip's court, and in the year 1087; Lewis lost several games to Henry, as also a good deal of money; which irritated him so much that he threw the Chessmen at Henry's head. This was returned by Henry striking Lewis with the board, in such a manner that he was laid bleeding on the floor, and Henry would have killed his antagonist if his elder brother Robert had not interposed. This is undoubtedly a very early instance of Chess being known in France; but it is much to be wished that Carte had stated the term used in the Roman Chronicle to which he refers, and which he hath translated *Chess*, as drafts is very ancient, bears a considerable affinity to Chess, and equally requires a chequered board.

The next proof of an early knowledge of this game in France is said to be in John of Salisbury's book, "*De Nugis Curialum*," where, however, I have not been able to find it. When King John of France was made prisoner at the battle of Poictiers, he is reported to have said to his captor—"Do you not know that at Chess a King is never taken?" which undoubtedly must refer to Chess as it is played at present.

In the reign of Charles the Fifth of France, Froissart mentions that the King played at this game with the Duke of Burgundy, whilst they were for some time together at Toulouse. Chess, moreover, is alluded to in the *Romant de la Rose;* and many of the French families bear a Chess-Rook in their arms. It was certainly much played during the sixteenth century; as Pasquier§ furnishes the following account of an inhabitant of Lyons, who would give up all his capital pieces, and beat an able adversary, provided he was permitted to have two moves for each of his

* In this reign Saule published instructions for playing at Chess, which he dedicates to the Countess of Bedford, who, therefore, was probably a proficient at the game.

† The first edition was printed at Paris.

‡ Vol. I. p. 445.

§ Pasquier's Recherches de la France, l. iv. ch. 31.

pawns.* He would also engage to give *mate* with a particular pawn, or oblige his adversary to *mate* himself, with a piece that he would pitch upon.

In the seventeenth century the treatise, intituled *The Calabrian*, was translated from the Italian into French, and might have contributed to a few players having resumed this Game, which (as with us) was now supplanted by the more general amusement of cards. In the present time Philidor (born at Dreux) is clearly the most distinguished champion, insomuch that considerable subscriptions have been made to bring him over to England, from curiosity chiefly to see his great superiority. It is well known that he can play two games against able adversaries, and generally beat them, without seeing either of the boards.

This is certainly a most amazing effort; but Villani (in his *Chronicle of Florence*) gives us a similar instance in the fourteenth century, as does another Italian writer of a Saracen, who flourished about the same time.† Great Chess-players, indeed, must necessarily carry in their heads several moves which are probably to ensue, both on their own part and that of their adversary; and he who, like Philidor, can do this throughout the whole game, even with a single antagonist, must commonly be the victor. To this account relative to Chess-playing in France, it must be added, that Monsieur Freret‡ informs us that there are several MSS. on this subject in the French King's library.

(*To be continued in our next number.*)

EDITOR'S SCRAP WALLET.

Guerin de Montglave.

The whole of the curious and ancient romance of Guerin de Montglave turns upon a game at Chess. Guerin relates to his sons, that in his youth the Emperor Charlemagne had lost his empire to him at a game at Chess, which in order to redeem, he had given him permission to conquer Montglave from the Saracens, and promised to assist him with troops; but that being himself attacked by the Saxons, he was rendered unable to perform his promise; that relying therefore on his own prowess, he had alone undertaken the conquest of Montglave, and accomplished it. He then stimulates his sons to similar deeds of valour. The two eldest, Arnaud and Milon, possess themselves of Acquitaine and Pavia. The

* This term Pawn is probably taken from the Spanish word *peon*, which signifies a *foot-soldier*.

† His name was Buzzeca.

‡ Vol. V. of Memoirs of the Academy of Inscriptions.

other two, Girard and Regnier, availing themselves of Charlemagne's loss at Chess, travel to his court, remind him of his loss and promise to their father, and insist upon being appointed his constable and high-chamberlain. Charlemagne, however, instead of making a suitable provision for them, amuses them with promises, with which they are for the moment appeased. He afterwards proposes a game at Chess to Girard, who remembering how his father had been treated on a similar occasion, exclaims. "By God, Sire, a great fool indeed would the son of Guerin be to play with you. What could he hope for, after the manner in which you skulked payment to his father? Look you, Sire, we are not born to serve you like poor Squires: Castles or Towns have we none, and high time is it that we leave your court to conquer some." Charlemagne feeling the justice of this reproach, gives Regnier leave to conquer Rennes and Bretagne from the Saracens, and promises to marry Girard to the daughter of the old duke of Burgundy; all which is afterwards in the true spirit of chivalry and romance accomplished.

In Snorra Sturlusonar's Heims Kringla, or History of the World, which was published at Stockholm in the Icelandic language, folio, 1697, is the following passage:—

As King Canute and Earl Ulf were playing at Chess, the King made a great mistake, in consequence of which the Earl took one of his Knights: the King would not allow this, but replacing the man, insisted on his playing differently. The Earl waxed angry, overturned the Chess-board and was going away, when the King called after him, saying, "Ulf, thou coward, dost thou thus flee?" The Earl returned to the door and said, "You would have taken a longer flight in the River Helga, had I not run to your assistance when the Swedes beat you like a dog; you did not then call me Ulf the coward." The Earl then retired, and the next morning the King ordered him to be killed.

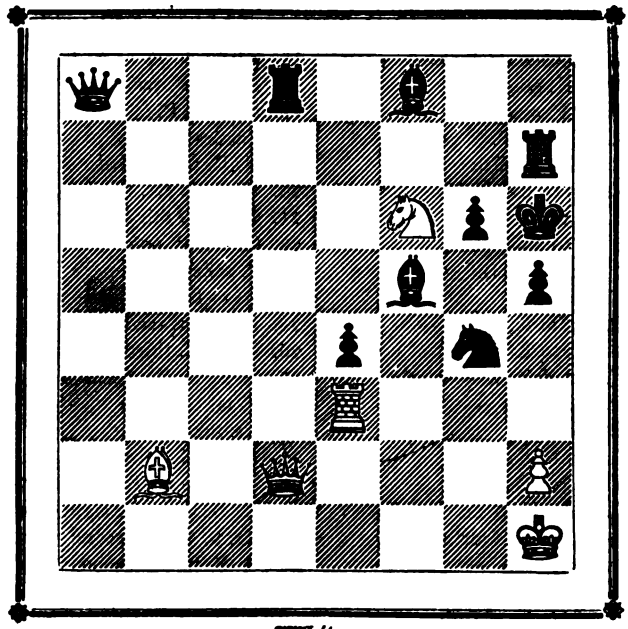
We will venture to assert, that after mathematicks, logick, arithmetick, and perhaps one or two other sciences, we are not acquainted with any thing that more strengthens the mind than Chess. Were it possible to know that two men were of exactly equal powers, natural and acquired, in every other respect but with regard to Chess; and if A. could play well at Chess, and B. could not; A. we should see (could we see such things) would checkmate B. in every profession, and every situation in life where they were opposed.—*Gentleman's Magazine, for July*, 1787.

PROBLEM, No. 13.

From Mr. Lewis's unpublished Chess MSS.

White, playing first, checkmates in four moves.

Black.



White.

GAME XXXIII.

The following Game, hitherto unpublished, was played by the celebrated Automaton Chess Player and one of the most skilful Amateurs of the time. The moves of the Automaton being under the direction of Mr. Lewis.

Automaton.	Amateur.
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. K. B. to Q. Kt. fifth (check)	4. Q. B. to Q. second
5. K. B. takes B.	5. Kt. takes B.
6. K. P. one	6. K. Kt. to K. R. third
7. Q. B. P. one	7. K. B. to K. second

Automaton.	Amateur.
8. Q. P. two	8. Q. B. P. one
9. Castles	9. Q. Kt. P. two
10. Q. B. to K. third	10. K. Kt. to K. B. fourth
11. Q. to K. second	11. Kt. takes Q. B.
12. Q. takes Kt.	12. K. R. P. one
13. Q. Kt. to Q. second	13. Q. R. P. two
14. K. R. P. one	14. Kt. to K. B.
15. K. Kt. to K. R. second	15. Kt. to K. R. second
16. Q. to K. second	16. K. Kt. P. two
17. K. B. P. one	17. P. takes P.
18. K. R. takes P.	18. Castles
19. Q. to K. R. fifth	19. Q. R. to its third
20. K. Kt. to its fourth	20. Q. to Q. Kt. third
21. Q. R. to K. B.	21. Q. to K. third
22. Q. R. to K. B. third	22. Q. Kt. P. one
23. Q. Kt. to K. B.	23. P. takes P.
24. P. takes P.	24. Q. to K. Kt. third
25. Q. Kt. to K. Kt. third	25. K. to Kt. second
26. K. Kt. to K. third	26. Q. to K. third
27. K. Kt. to its fourth	27. Q. to K. Kt. third
28. Q. takes Q.	28. P. takes Q.
29. R. takes R.	29. Kt. takes R.
30. K. Kt. to K. third	30. Kt. to K. third
31. Kt. takes Q. P.	31. K. B. to Q. R. sixth
32. Q. R. to K. B. sixth	32. K. B. to Q. B. eighth
33. Q. Kt. to K. fourth	33. Kt. to Q. B. second (*a*)
34. Kt. takes Kt.	34. Q. R. to its second
35. Q. Kt. to Q. sixth	35. K. to R. second
36. Q. Kt. to K. eighth	36. K. B. to K. sixth (check)
37. K. to B.	37. K. B. to Q. seventh
38. R. checks	38. K. to Kt.
39. K. P. one	39. B. takes P.
40. Kt. checks	40. K. to R.
41. R. checkmates	

Note to Game XXXIII.

(*a*) A fatal error. The second player had evidently imagined he compelled the exchange of Rooks.

GAME XXXIV.

Well contested game between the Honorary Secretary of the London Chess Club and Mr. —, a strong Metropolitan Player.

White. (Mr. —.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. P. two.
2. K. Kt. to B. third	2. Q. Kt. to B. third

White. (Mr. —.)	*Black.* (Hon. Sec.)
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. to B. third	4. Q. P. one
5. K. R. P. one	5. K. Kt. to B. third
6. Q. P. one	6. K. R. P. one
7. Kt. to K. second	7. Q. to K. second
8. Q. Kt. to K. Kt. third	8. B. to K. third (*a*)
9. B. to Q. Kt. fifth	9. Castles, K.'s side
10. B. takes Kt.	10. P. takes B.
11. Castles	11. Q. to Q. second (*b*)
12. K. to R. second	12. Kt. to R. second
13. K. Kt. to R. fourth	13. Q. R. to K.
14. K. Kt. to B. fifth	14. B. takes Kt.
15. Kt. takes B.	15. K. to R.
16. K. B. P. two	16. K. B. P. one
17. Kt. to R. fourth (*c*)	17. R. to B. second
18. K. B. P. one	18. Q. P. one
19. Kt. checks	19. K. to Kt.
20. Q. to K. Kt. fourth	20. Q. P. takes P.
21. Q. P. takes P.	21. Q. to Q. B. (*d*)
22. B. takes K. R. P.	22. Q. to Q. Kt. second (*e*)
23. B. to its square	23. Q. to Kt. fourth
24. Q. to B. third	24. Q. R. to Q.
25. Q. R. P. one (*f*)	25. Q. to B. fifth (*g*)
26. B. to K. third	26. B. takes B.
27. Q. takes B.	27. Q. takes Q. B. P.
28. R. to K. B. second	28. Q. to R. fifth
29. Q. R. to Q. B.	29. K. R. to Q. second
30. Q. R. to Q. B. third	30. R. to Q. fifth
31. Q. Kt. P. two	31. Kt. to Kt. fourth
32. Kt. to K. seventh (check)	32. K. to R.
33. Kt. takes P.	33. K. R. takes K. P. (*h*)
34. Q. takes Q. R. P.	34. Q. takes Q.
35. Kt. takes Q.	35. K. R. to K. eighth
36. R. takes Q. B. P.	36. Kt. to K. fifth
37. K. R. to Q. Kt. second	37. Q. R. to Q. eighth
38. K. Kt. P. two	38. K. R. to R. eighth (check)
39. K. to Kt. second	39. Q. R. to K. Kt. eighth (check)
40. K. to B. third	40. Kt. to Kt. fourth (check)
41. K. to his third	41. K. R. takes P. (check)
42. K. to B. second	42. Q. R. takes K. Kt. P.
43. K. R. to K. second (*i*)	43. R. to R. seventh (check)
44. K. to his square	44. Kt. to B. sixth (check)
45. K. to Q.	45. R. to Q. fifth (check)
46. K. to Q. B. second	46. K. R. takes R. (check)
47. K. to Q. Kt. third	47. K. R. to K. sixth (check)

White. (Mr. —.)	*Black.* (Hon. Sec.)
48. K. to R. fourth	48. Q. R. to Q. sixth
49. Kt. to Q. Kt. fifth	49. Kt. to Q. fifth
50. Kt. takes Kt.	50. Q. R. takes R. P. (check)
51. K. to Kt. fifth	51. P. takes Kt.
52. K. to Kt. sixth	52. K. R. to Q. B. sixth
53. R. to Q. seventh	53. Q. P. one
54. Q. Kt. P. one	54. Q. R. to Q. R. seventh
55. K. to Kt. seventh	55. Q. R. to Q. Kt. seventh
56. Kt. P. one	56. K. R. to Q. Kt. sixth
57. K. to B. seventh	57. Q. P. one
58. R. to Q. fourth	58. R. takes Q. Kt. P.
59. K. to B. eighth	59. R. to Kt. second
60. R. to K. fourth	60. R. to Q. Kt. (check), and wins.

Notes to Game XXXIV.

(*a*) The student of Chess should observe in games between fine players the celerity with which their capital pieces are brought into operation, at the beginning of the contest, and learn to eschew the too common error of forming an attack before one half of his force can be made available.

(*b*) Purposing to take the K. R. P. with his Bishop.

(*c*) Q. to K. Kt.'s fourth, threatening to win the K.'s R.'s P. with Kt. would likewise have been a good move.

(*d*) This was not well played; it enabled White to take the R.'s P. with impunity.

(*e*) The veriest tyro needs scarcely be told that if Black had taken the Bishop with Kt.'s Pawn he would have lost his Queen.

(*f*) We should have much preferred playing Q. Kt.'s P. one, and believe that White might thus have secured the advantage he possessed.

(*g*) Exemplifying the badness of White's last move. At this point, the Pawn could be saved only by the hazard of far greater loss.

(*h*) Black would have had a good game also in taking this Pawn with the Kt.

(*i*) Q.'s R. to Q. B.'s second was the only move affording a shadow of chance.

GAME XXXV.

Between the same Players.

White. (Hon. Sec.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. P. takes P.	3. P. takes P.
4. Q. B. to K. third	4. K. B. to Q. third

White. (Hon. Sec.)	*Black.* (Mr. —.)
5. Q. B. P. two	5. P. takes P. (*a*)
6. K. B. takes P.	6. Q. B. P. one
7. Q. Kt. to B. third	7. K. Kt. to B. third
8. K. Kt. to B. third	8. Castles.
9. Q. to B. second	9. K. R. P. one
10. Castles on Q. side (*b*)	10. Q. Kt. P. two
11. B. to Q. Kt. third	11. Q. R. P. two
12. Q. to Q. third	12. Q. R. P. one
13. B. to Q. B. second	13. Q. Kt. P. one
14. Kt. takes Q. R. P.	14. Q. B. to K. third
15. Q. Kt. P. one	15. B. to Q. fourth
16. Kt. to Q. second	16. Kt. to Q. second
17. K. to Kt. second	17. Q. to Q. R. fourth
18. B. to Q. Kt.	18. K. R. to Q. Kt.
19. K. Kt. to Q. B. fourth	19. B. takes Kt.
20. Q. takes B.	20. Q. B. P. one
21. Q. P. takes P.	21. B. to K. fourth (check)
22. B. to Q. fourth	22. R. to Q. B.
23. R. to Q. B. (*c*)	23. Kt. takes P.
24. Kt. takes Kt.	24. R. takes Kt. (*d*)
25. Q. takes R.	25. Q. takes Q.
26. R. takes Q.	26. B. takes B. (check)
27. K. to B. second (*e*)	27. B. takes R.
28. K. B. P. one	28. Kt. to Q. fourth
29. K. to Q. third	29. Kt. to Q. B. sixth
30. K. to Q. B. fourth	30. B. to its square
31. Q. R. P. two	31. P. takes P. *en passant*
32. K. takes Kt.	32. Q. R. P. one
33. B. takes Q. R. P.	33. R. takes B.

AND, AFTER A FEW MOVES, WHITE RESIGNED.

Notes to Game XXXV.

(*a*) Q. B. P. one would have been better play.

(*b*) Needlessly rushing into danger. The King's side was available for Castling, with the advantage of greater security.

(*c*) This is not a good move.

(*d*) Very cleverly played.

(*e*) Interposing the Rook would not have saved the loss of a piece, because Black would then have brought his Q. R. to Q. B.'s square, and, upon his adversary doing the same, he could have played Kt. to Q.'s fourth, winning the R.

GAME XXXVI.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 6th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt. third
7. Q. P. one	7. Q. Kt. to K. second
8. K. P. one	8. Q. B. to Kt. fifth (*a*)
9. B. checks	9. K. to B. (*b*)
10. K. P. one	10. P. takes P.
11. P. takes P.	11. K. Kt. to B. third
12. K. R. P. one	12. B. takes Kt.
13. Q. takes B.	13. Q. B. P. one
14. K. B. to Q. third	14. Q. to Q. B.
15. K. B. to its fifth	15. K. to his square
16. Castles	16. K. R. to B.
17. Q. to Q. third	17. Kt. takes B.
18. Q. takes Kt.	18. K. to K. second
19. Q. B. to K. Kt. fifth	19. Q. takes P.
20. Q. takes K. R. P.	20. Q. to K. B. second
21. Q. Kt. to B. third	21. K. to Q. second
22. Q. to K. B. fifth (check)	22. K. to Q. B. second
23. B. to K. B. fourth	23. Q. R. to Q.
24. Q. to Q. B. second (*c*)	24. K. to Kt.
25. Q. R. P. two	25. Kt. to K. R. fourth
26. B. to K. Kt. fifth	26. Q. R. to K.
27. Q. R. P. one	27. B. to Q. B. fourth
28. Kt. to Q. R. fourth	28. B. to Q. fifth
29. Q. to Q. second (*d*)	29. Kt. to K. Kt. sixth (*e*)
30. K. R. to Q. (*f*)	30. B. takes K. B. P. (check)
31. K. to R. second	31. Kt. to K. fifth
32. Q. to Q. B.	32. B. to K. Kt. sixth (check)
33. K. to Kt.	33. Q. to B. seventh (check)
34. K. to R.	34. B. to K. fourth (*g*)
35. R. to Q. third	35. Kt. checks
36. R. takes Kt.	36. Q. takes R.
37. Q. to K. Kt.	37. Q. takes B.
38. Q. R. P. one	38. Q. to K. Kt. sixth
39. Q. R. P. takes P.	39. K. R. to K. B. seventh

White. (M. De la B.)	*Black.* (Mr. M'D.)
40. R. to Q. R. third	40. Q. to K. B. fifth (*h*)
41. Kt. to Q. Kt. sixth	41. K. R. to K. B. eighth
42. Kt. checks	42. K. to B. second
43. P. one, becoming a Q., checks	43. R. takes this Q., and wins.

Notes to Game XXXVI.

(*a*) We should rather have taken K. P. with P., and then played Q. to her third.

(*b*) Better surely to have interposed either Bishop or Pawn. Moving the King at an early period of the Game, unless for the purpose of Castling, is generally attended with untoward consequences, and should rarely be ventured on by inexperienced players.

(*c*) Threatening a dangerous check with the Kt. next move.

(*d*) An ill-considered move. Instead of this, we think he should have brought Q. R. to Q.'s square.

(*e*) Very well played. This move is sufficient to decide the Game in favour of M'Donnell.

(*f*) By examining the position, our young Chess-playing readers will readily perceive that if De la Bourdonnais had taken the proffered Bishop he must have lost his Queen.

(*g*) It appears to us that Black might have achieved the victory sooner by playing R. to K. R.'s square.

(*h*) Mr. M'Donnell would have terminated the Game more scientifically by moving Rook to K. B.'s eighth, and thus forcing checkmate in five moves; *ex. gr.*

R. to K. B. eighth
R. takes Q. - - R. takes Q. (check)
K. to R. second (his best move) - R. to K. R.'s eighth (check)
K. takes R. - - B. takes R., and Q.'s R. mates next move.

PROBLEMS FOR YOUNG PLAYERS.

No. 3.

White.	*Black.*
K. at K. R. second	K. at K. Kt. third
R. at K. B. fifth	R. at Q. Kt. second
B. at Q. third	B. at K.'s square
Kt. at K. Kt. fifth	Kt. at Q. second
P. at K. Kt. fourth	P. at K. R. second
P. at Q.'s fifth	P. at K. Kt. second
	P. at Q. Kt. third

White to move, and mate in four moves.

No. 4.

White.	*Black.*
K. at K. R. second	K. at K. R.
R. at K. Kt. fourth	R. at Q.'s seventh
B. at K. B. seventh	Kt. at K. seventh
B. at K. seventh	P. at K. R. second
P. at K. Kt. second	P. at K. Kt. second

White to move, and mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last week's "CHRONICLE."

No. 1.

White.	*Black.*
1. Rook checks	1. R. takes R.
2. Kt. to K. B. seventh (check)	2. K. to his second
3. B. to Q. sixth, mate.	

No. 2.

White.	*Black.*
1. K. R. P. one (check)	1. K. takes P.
2. K. P. one	2. B. takes P.
3. K. B. mates.	

NOTICES TO CORRESPONDENTS.

CHESS.

"B. N., MARYLEBONE LITERARY INSTITUTION."—No communication, with the signature mentioned, has reached us.—We shall be obliged if "B. N." will forward the list immediately. Mr. Lewis's "FIRST SERIES OF CHESS LESSONS" is out of print; a new edition will, however, appear shortly.

"G. C., ARMAGH."—We rejoice to hear of the success attending our Correspondent's efforts to promote the beneficial influence of our favourite Game; and shall, next week, give a brief extract from his first lecture on its origin and history.

"X. Y. Z., GLASGOW CHESS CLUB."—Bearing in mind the comparatively short period "X. Y. Z." has devoted to the practice of Chess, we think the game he has sent us extremely creditable to his tact and skill.

"G. W., BATH."—Many thanks for the friendly co-operation. The

seven numbers should have been furnished by the party named immediately after publication.

"J. R.—At the termination of a game last night I remained with my King, a Bishop, and a Pawn, against my antagonist's King alone. The following was the position of the men:—My King at his Kt.'s fifth; Bishop at K.'s fourth; Pawn at K.'s R.'s seventh; and the adverse K. at his Kt.'s second. Was my adversary justified in claiming a drawn game?"—Your Bishop being on a diagonal of an *opposite colour to that of the Rook's square, which his King commanded*, proper play, on his part, would always prevent your winning.

"T. S. H., BEVERLY."—The next meeting of the Yorkshire Chess Players is appointed for November next, to be held at the Rooms occupied by the Leeds Chess Club.

PROBLEM, from MENDHEIM.—White K. at Q. B.'s fifth; Q. at Q. B.'s fourth.—Black K. at Q.'s second; Q. at her R.'s square. *White, moving first, wins the game.*

From the same Author.—White K. at his Kt.'s sixth; B. at Q.'s fourth; B. at Q.'s Kt.'s third; P. at Q. R.'s sixth.—Black K. at Q. Kt.'s square; R. at Q. R.'s square; R. at Q.'s B.'s square; Pawns at K. R. third, K. Kt. second, Q.'s R. second, and Q. Kt.'s third. *White, playing first, mates in seven moves.*

DISQUISITION UPON THE GAME OF CHESS.

BY THE

HON. DAINES BARRINGTON.

(*Concluded from p.* 111.)

As for Germany, I have not yet been able to pick up any particulars with regard to Chess in that very extensive empire, except that a Selenus, Duke of Brunswick, wrote a treatise on that subject, and named one of his towns from it.* In Muscovy it is said to be in great vogue amongst the shopkeepers;† and it is highly probable that they received it, together with their profession of faith, from the Eastern empire, whilst the Greek sovereigns resided in Constantinople. Chess, moreover, is supposed to be alluded to in some verses which are inserted in the ancient northern poem of *Hervarar Saga;* but the passage alluded to may relate to other games which are played upon a chequered board. Hyde, indeed, informs us that it is not unknown even in Iceland; and it

* The name of the town is *Rockstet*, which had for its arms a *Chess-rook*, and it was obliged to give every new Bishop a silver Chess-board with silver men, one set of which was gilt. The *Chess-rook* hath not the least affinity to the bird we so call. Its figure in Blazonry may be seen in Heraldical Treatises.

† Cox's Travels.—See also *Oleurius*.

certainly would be a very convenient game for filling up their very long nights during the winter.* Having dwelt so much upon the countries from whence Chess hath been originally introduced, or where the game hath been in considerable vogue, I shall conclude this rather long dissertation by some observations upon the names of the pieces in many different languages, of which Hyde hath given a copious account. If I am right in my conjecture, that the game was originally Chinese, from whence it was transferred to Thibet, Bengal, Indoostan, and Persia, it is highly probable that the pieces did not differ materially in these several countries either in name or figure. When, however, the Turks had learned it from the more eastern inhabitants of Asia, they, of course, made the pieces formless, as they understood the second commandment in its most rigid and literal sense. The Greeks and Crusaders, on the contrary, having become adepts at the game, from their long continuance in Palestine, conceived themselves at liberty to give what form and name they pleased to the pieces, which consequently differ often in the several parts of Europe where Chess hath been introduced. It was natural, therefore, that their principal piece should be a King, both in form and name, and this seems to have obtained also in the more eastern parts of Asia.† In most of these governments, however, the Kings are rather indolent monarchs, and consequently this piece scarcely moves at all, but is merely to be defended from attacks.‡ The Emperor himself being thus indolent, necessarily requires a minister or general who can protect his master, by vigorous and extensive motions, against distant insults in the most remote parts of the board. The piece, therefore, of the greatest powers was, by the Persians, styled Pherz, or *General.*§ Chess hath universally been considered as an engagement between two armies; and if the piece of the greatest importance is termed the *General*, this allusion is properly carried on. When the game, however, was introduced into Europe, the Christians did not trouble themselves about the Asiatic names for the pieces, and styled the Pherz (or *General*) *Queen*‖, probably

* I am informed by Mr. Professor Thorkelin, who is by birth an Icelander, that Chess, called (*Shák*) continues to be an amusement in that island; and by abler players than are to be found in Copenhagen. He also informs me that allusions to this game are to be found in a very copious collection of Icelandic MSS., several of which will be published by the munificence of the King of Denmark. The character of these MSS. is the Anglo-Saxon.

† Where this piece is termed *Schach*, or Emperor.

‡ It is admitted, however, that sometimes near the conclusion of the game his Majesty is obliged to be rather more active, but even then, from his great dignity, he can only move a single step. The instance of the King's moving two steps (when he castles) can take place only once during the game.

§ Sometimes Vizier or Minister.

‖ Hyde, indeed, mentions a *sett* of Chess-men, preserved at St. Denys, which belonged to Charlemagne, and four of which were Kings and *Queens*. That these pieces cannot be so ancient seems to be sufficiently evident, both from the set being

because she is placed next to the King, as the General was amongst the Asiatics; but this does not so properly keep up the idea of a military conflict as when the Pherz (or General) is placed in the same situation; another impropriety arises from the Pawn's becoming a *Queen* when he hath reached the last square of the adversary's camp; as it is a suitable reward to the *Pawn* (or foot soldier) to make him a General, if he penetrates so far through the enemy's troops, but certainly no prowess on his part can entitle him to be transformed into a Queen. The next piece in power to the Pherz or Queen, is that which we call sometimes the *Rook*, but more commonly *the Castle*. I conceive this term to be derived from the *Italians*, who I have endeavoured to prove were the first Europeans that played at Chess; as *rocca*, in that language, not only signifies a *Rock*, but a *Fortress*, which, in those times, was generally placed on an eminence.*

"Sicura quasi *rocca* in alto monte."—*Dante in Purg.*

Hence our term at Chess—"The King Castles," or puts himself in a state of security, by exchanging, in some measure, places with the *Castle*, which then becomes more exposed to the enemy.

The name of the only remaining piece that seems to want some explanation is that which we call the *Bishop*; and which the French term the *Fou*, or *Fool*. The reason of this last appellation seems to be, that as this piece stands on the sides of the King and Queen, some wag of the times, from this styled it *The Fool*, because anciently royal personages were commonly thus attended, from want of other means of amusing themselves.†

As for the term *Bishop*, it is not so easily accounted for, as our Kings or Queens have never had any such constant attendants. When we first introduced this appellation is not perhaps to be settled with any certainty, though we know that in Caxton's time this piece was styled the *Elphyn*. It should seem, therefore, that the change of name took place after the Reformation. If the form indeed of the Chess-pieces which belonged to Charles the First, and which I had the honour of exhibiting to the Society, is recollected, the top of the piece somewhat resembles a Bishop's mitre.‡

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preserved entire for near ten centuries, and from the principal pieces having Arabic characters on their back with the name of the maker. If Charlemagne was a Chess-player, he could probably have employed an artist of his own dominions.

* The term being *mated* seems also to be derived from the Italian *Ammazzato* or *killed*.

† The King's *Fool* was properly the King's *Butt*, who, being laughed at and ridiculed by his Majesty, was permitted to cut his jokes on the courtiers.

‡ The Pawns in Caxton's time were of different figures, and not all uniform as at present. The Pawn before the Queen (for example) represents the Queen's *Spicer*, or Apothecary.—See Caxton's Book on Chess.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

The origin of the Game of Chess, like the origin of Romance, has been the subject of frequent discussion, and, for a long period, seemed to be enveloped in nearly equal obscurity. But in tracing the former, we possess one considerable advantage over those who have discussed the source of fiction in the middle ages—the acknowledged fact, that the Game of Chess could not have been produced by more minds than one, although it may subsequently have been modified, improved, or altered, according to the genius and habits of the people by whom it was adopted. It is sufficient, therefore, at present, to assume, on the authorities produced by the learned Dr. Hyde and Sir William Jones, that, for the invention and earliest form of this Game, we must look to India;* from whence, through the medium of the Persians and Arabs (as demonstratively proved by the names of the Chess-men), it was afterwards transmitted to the nations of Europe.

Among the numerous writers who have treated of this Game,† it is to

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* The attempt of Christie to re-assert the claims of the Greeks, in his Essay on the ancient Game attributed to Palamedes, (4to. Lond. 1801,) however ingenious it may be thought, offers no sort of proof, and is contradicted by all historical evidence; it is, however, possible, that the ancient Egyptians may also have possessed a knowledge of Chess; for, among the plates of hieroglyphics, published by Dr. Burton (No. I.), we find, at Medinet Habou, two representations of some tabular game closely resembling it; and I am informed that a more perfect representation exists on the Temples at Thebes.

† The only Treatises worth mentioning, in which the Game is considered historically, are those of M. Sarasin, among his works, 4to. Paris, 1656, pp. 259—277; of Dr. Hyde, *De Ludis Orientalibus*, 12mo. Oxon., 1694; of M. Freret, in tom. v. of the *Histoire de l'Académie des Inscriptions*, pp. 250—264, 4to. 1729; of the Hon. Daines Barrington, in the *Archæologia*, vol. ix. pp. 16—38; of Francis Douce, Esq., in the same work, vol. xi. pp. 397—410; of M. L. Dubois, in tom. i. of the *Magasin Encyclopédique*, pp. 48—62, 1806, (almost wholly pillaged from Freret); and in four Papers, by the late Lake Allen, Esq. (assisted by the writer of the present communication), inserted in the *New Monthly Magazine* for 1822, vol. iv. pp. 316—320, 497—502; vol. v. pp. 125—130, 315—320.—See also Singer's Researches into the History of Playing Cards, 4to. 1816; and, *instar omnium*, Twiss's Collections on the Game, 2 vols. 8vo. Lond. 1787, 1789, with the additions in his "Miscellanies," 8vo. Lond.

be regretted so few should have directed their attention to its history; and more particularly to the epoch of its introduction into the Western world, and the state of the Game as then played by Europeans. Instead of this, we are presented, in general, with vague surmises and unconnected quotations, which, although curious in themselves, do not enable us to form any very distinct notions on the subject. One opinion, however, is adopted, I believe, by all; namely, that the Game was imported from the East by the Crusaders, and, by their means, circulated throughout Europe—an hypothesis which, if true, would necessarily exclude all knowledge of it previous to the year 1100.

Yet this opinion, plausible as it may at first seem, labours under many difficulties; and on a more careful examination will, I think, appear to have been received too hastily. I do not here insist on the claims of the Irish Chronicles to belief, when they relate that Cahir Mor, who died A.D. 177, among other legacies, left several Chess-boards (*fichel*) and men (*muinter*) to his son;* nor to the more positive testimony of the Welch laws of Howel Dha (about A.D. 943), which speak of some species of game played with black and white men (*verin*) on a table board (*tawlbwrdd*).† In both instances I shall consider the fact *not proven;* since it cannot be reconciled with the statements of Oriental writers, nor with the chronology of the Game. Besides these objections, the meaning of the terms employed is by no means certain; and may, with far greater probability, be referred to the game of tables or draughts, than to Chess. Other evidence, however, exists, which would seem to warrant an inference contrary to that which ascribes the knowledge of Chess in Europe to the period of the crusades. At what time this Game passed from the Arabs to the Greeks of the Lower Empire, has not yet been ascertained. Hyde, Du Cange, and others, have quoted a passage from the Alexiad of Anna Comnena, in which the Emperor is said to have been accustomed to rise in the night, and play at Chess (τὸ ζατρικιον) with his favourites. The fair historian expressly adds, that the Game was derived by the Greeks from the Assyrians, or Arabs of Syria. Now Alexius reigned from A.D. 1080 to A.D. 1118; and this has been considered the earliest notice of the Game after it arrived at Constantinople.

But if we may depend on the fidelity of an Oriental historian,‡ we ought to ascribe its appearance in the East of Europe full three centuries anterior. In an epistle from the Emperor Nicephorus to the Caliph

1805. The most copious list of writers on this subject will be found at the end of *Ben-oni, oder die Vertheidigungen gegen die Gambitzüge im Schache, &c., von a Reinganum*, 8vo. Frankford, am. *M.* 1825.

* See Hyde's Hist. Shahiludii, *Prolegom.* and pp. 28, 52; and Twiss, vol. ii. pp. 261—264.

† Wotton's Leges Wallicæ, l. 3, c. vii. pp. 266-7, fol. Lond. 1730. The board was made of ivory, bone, or horn; and the game was played with eight men only on each side.

‡ Abulfedæ Annales, tom. ii. p. 85, 4to. Hafn. 1790.

Haroun al Rashid, written soon after the accession of the former in A. D. 802, he makes a pointed allusion to the Game of Chess. "The Queen," said he, speaking of Irene, the mother of Constantine, "to whom I have succeeded, considered you as a *Rook*, and herself as a *Pawn*. That pusillanimous female submitted, therefore, to pay the tribute, the double of which she ought to have exacted from thyself."

What were the original terms employed in speaking of the Rook and Pawn, we have no means of knowing, since the passage exists only in the words of the Arabic writer. But the familiar manner in which such a metaphor is used, sufficiently proves the Game to have been some time previously introduced amongst the Greeks, and long enough to be generally understood.

Assuming this as a fact (and I do not see how it can be questioned), we may naturally infer that its progress would not be long confined to the shores of the Propontis, but speedily be transported to the most northern extremity of Europe. This would be rendered easy by the communication maintained between the Courts of Constantinople and France, and by the frequent intercourse kept up through the medium of the adventurers of Italy and Scandinavia, who were allured to the Eastern metropolis by the advantages of commerce, the prospect of military service, or by the more humble and sanctified object of a pilgrimage to the Holy Sepulchre. Under such circumstances, it requires no very great exertion of our credulity to receive the story, quoted by the Duke of Lunenburg, from an old German Chronicle, in the library of Mark Velser, in which the son of Otkar, a Bavarian prince, named Roch, is said to have been killed by a son of King Pepin, on account of the former having conquered repeatedly at Chess.* The same story, which must be referred, at latest, to the middle of the eighth century, is repeated by Metellus, of Tegernsee, a monastery in Upper Bavaria, near the Lake of Zurich, who in his poem, entitled *Quirinalia*, or the Acts of Saint Quiren, composed in the year 1160, writes as follows:—

> "Huic ludo Tabulæ Regis erat filius obvius,
> Donec doctior hic obtinuit promptius aleam,
> Rixam victus agit, corde patris fortè potentius,
> Et Rocho jaculans, mortiferè vulnus adegerat."†

The above anecdote is rendered more credible by an incidental passage in the account of the translation of the body of St. Stremon, Bishop of

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* "Et dum filii dictorum Principum in *Scaco* luderent, filius Okarii semper Pipini filium vicit. Pipini tamen filius de potentiâ patris præsumens, filium Ducis per tempora percutiens interfecit."—*Da Schach-oder König-Spiel, Gustavi Seleni*, fol. Lip. 1617, p. 14. This story is repeated in the fragment of a Chronicle published by Canisius. *Thes. Monument.* tom. iv., in which it is referred to the year 746; and in the Chronicle of Andreas Presbyter, printed by Marq. Freher, p. 17.

† Canisii Thesaur. Monument. tom. iii. pt. 2, p. 134, ed. Basnage, fol. Acta Benedict. Sæc. 3, pt. 1, p. 603. This circumstance furnished, in all probability, the proto-

Arverne, in the fourteenth year of King Pepin, A.D. 764, to the monastery of Maussac, where, says the anonymous writer, "in token of his reverence for the blessed martyr, the King bestowed many precious gifts, such as a set of chrystalline Chess-men, various gems, and a large sum of gold." *

But the strongest proof that the Game of Chess was introduced into France during the period of the Carlovingian dynasty, is to be found in the ivory Chess-men still preserved in the Cabinet of Antiquities, in the Bibliothèque du Roi, at Paris, which have hitherto been regarded too lightly. This has arisen from two causes: the first from their never having been seen by any English writer, except Twiss; and secondly, from the strange mistake of Dr. Hyde, who represented the Pawns as bearing muskets (*sclopetos*) on their shoulders, and consequently of very modern workmanship.

These pieces were formerly deposited in the treasury of the Abbey of St. Denis; and in a History of the Abbey, published in 1625, are thus noticed:—"L'Empereur et Roy de France, Sainct Charlemagne, a donné au Thresor de Sainct Denys un jeu d'eschets, avec la tablier, le tout d'yvoire; iceux eschets hauts d'une paulme, fort estimez; le dit tablier et une partie des eschets ont esté perdus pas succession de temps, et est bien vray semblable qu'ils ont esté apportez de l'Orient, et sous les gros eschets il y a des caracteres Arabesques." †

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type of an incident commonly introduced into the old Romances, and from thence into historians. In the Romance of *Ogier le Danois*, Charlot, son of Charlemagne, cleaves the head of Baudoin, natural son of Ogier, with a Chess-board of gold. (See an illumination, representing this, in MS. Reg. 15, E. vi. f. 82.) So, likewise, Thibaut breaks the head of his nephew, Galyen (*Roman de Galyen Rethore*); Reynaut kills Berthelot, the nephew of Charlemagne (*Roman des Quatre Filz Aymon*, and *Roman de Reynaud de Montauban*): Fabour lays dead at his feet the son of the Soldan of Persia (*Romance of Guy of Warwick*); and Bevis of Hampton narrowly escapes having his skull fractured. In the French Chronicles, we read that Henry the First, when prince, played with the Dauphin of France, and knocked the Chess-board about his head; a story which is copied by Daniel, Carte, Hayward, and Benton, but falsely referred by the latter to William the Conqueror. See Twiss, vol. ii. pp. 45, 139, 140. In the old Geslis of the Warins, cited by Leland, *Collectan.* i. 230, a similar story is told of Prince John, son of Henry II., and Fulke Fitz-Warin. The ancient Chess-boards were very massive, and often made of the precious metals or stones.—See *New Monthly Magazine*, vol. v. p. 125, 1822. The colours of the squares were either black and white, red and white, or yellow and white.—(See MS. Cott. Cleop. B. ix.) With regard to the size, that on which Charlemagne's pieces stood must have been prodigious; and it would require one above two feet square to play with the Chess-men which form the subject of this paper.

* "Ubi pro reverentiâ beati Martyris, plurima relinquit (Pippinus Rex) insignia, scilicet *saccho* (l. schachos) crystallinos, et lapides pretioses, et auri plurimum."—*Acta Benedict.* Sæc. 3, pt. 2, p. 192.

† Histoire de l'Abbaye de S. Denis, par Jaques Doublet, Religieux de la dite Abbaye, 4to. Par. 1625.

Dr. Hyde quotes a somewhat similar passage from another writer (Millet), and gives us the Arabic inscription engraved on the larger pieces—*Ex opere Josephi Nicolai;* arguing, from the name, that the artist was an European.*

But, with all respect to Hyde's Oriental learning, it is evident we ought to translate the words (as in Menage), *ex opere Josephi al Nakali; i. e.* the work of Joseph, native of Nakali, probably a city of Asia Minor, now called by the Turks, *Aineh-ghiol.*†

The pieces, as described by the same author, represent a King, Queen, Archer, Centaur, Elephant, and Pawn. Mr. Twiss, who actually saw these Chess-men at St. Denis, previous to the year 1787, says, that at that time only fifteen pieces and one Pawn remained, all of ivory, yellowed by time. He gives, nevertheless, a very unsatisfactory account of them; but states the King to be about twelve inches high and eight broad, very clumsily carved; and the Pawn about three inches high, representing a dwarf, bearing a large shield. A private engraving of the Pawn was circulated by Twiss, which completely disproves the assertion of Hyde with regard to the muskets. But we are fortunately enabled to form a more accurate judgment of the antiquity and form of these singular pieces, from the figures of the King and Queen engraved in Willemin's splendid work.‡ They are each represented sitting on a throne, within an arched canopy of a semi-circular shape supported by columns; and on either side of the King, two male, of the Queen, two female personages, are seen in the act of drawing aside a curtain. The King holds a sceptre in his hand, and the Queen an oval ornament, probably intended for the mound. The dresses and ornaments are all strictly in keeping with the Greek *costume* of the ninth century; and it is impossible not to be convinced, from the general character of the figures, that these Chess-men really belong to the period assigned them by tradition, and were in all probability executed at Constantinople, by an Asiatic Greek, and sent as a present to Charlemagne, either by the Empress Irene, or by her successor Nicephorus. With both these sovereigns (in imitation of his predecessor Pepin's policy) the Frankish monarch had maintained a friendly intercourse by means of embassies, and nothing could have been better calculated to excite the interest of the Royal barbarian, than the materials of a Game which had recently been brought to the knowledge of Western Europe.

(*To be continued in our next number.*)

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* Hist. Shahilud. pp. 72, 132.

† V. D'Herbelot and Baudrand.

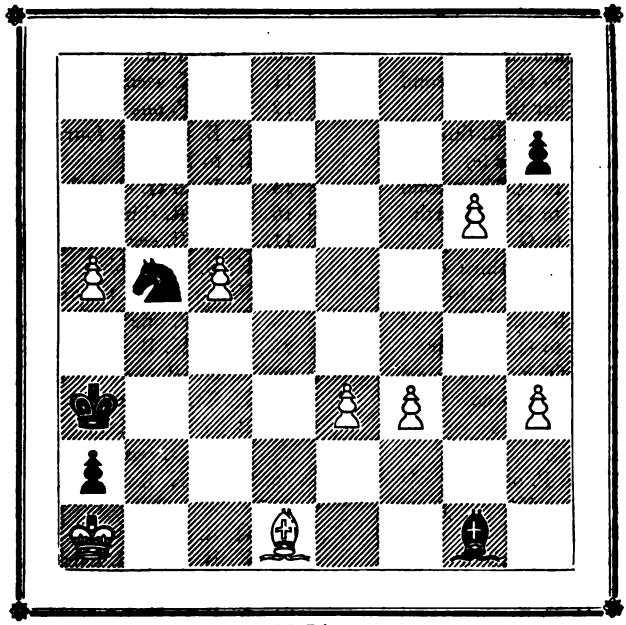
‡ *Monumens Français Inedits*, fol. Par. 1806—1832.

PROBLEM, No. 14.

The two fine Problems in our present Number, originally appeared some years since in a French Periodical, devoted to the illustration of Chess, and are doubtless new to the majority of English Players.

White to move and win.

Black.



White.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—The accompanying Game is one of a Match of three Games, played some years since, at my residence, between Mr. M'DONNELL and Captain EVANS; the former giving the odds of Queen's Knight. The result, as might have been anticipated, was in favour of Captain Evans, who won all the Games. Trusting to be enabled to forward you the other Games in a few days, I remain, Sir, your's obediently,

12, *Chatham Place.* W. LEWIS.

GAME XXXVII.

Between Mr. M'Donnell and Captain Evans, the originator of the celebrated opening known as "The Evans Gambit," Mr. M'D. giving the odds of the Queen's Knight.

Black. (Mr. M'D.)	*White.* (Capt. E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

Black. (Mr. M'D.)	*White.* (Capt. E.)
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two (*a*)	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to Q. B. fourth (*b*)
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. P. one	9. Q. Kt. to K. fourth
10. Kt. takes Kt.	10. P. takes Kt.
11. Q. B. to Q. Kt. second	11. Q. to K. second
12. Q. to her third	12. K. B. P. one
13. Q. B. to Q. R. third	13. K. B. to Q. B. fourth
14. K. B. checks (*c*)	14. K. to B.
15. Q. B. to Q. Kt. second	15. Q. B. to Q. second
16. K. B. to Q. B. fourth	16. Kt. to R. third
17. Q. R. to Q. B.	17. Kt. to B. second
18. R. to Q. B. third	18. K. B. to Q. third
19. Q. to K. Kt. third	19. Kt. to K. Kt. fourth
20. Q. to her third	20. Q. R. P. one
21. Q. B. to Q. B.'s sqr.	21. Kt. to K. B. second
22. Q. to Q. Kt.	22. Q. Kt. P. two
23. B. to K. second	23. K. Kt. P. one
24. K. Kt. P. one	24. B. to K. R. sixth
25. R. to Q.	25. K. to Kt. second (*d*)
26. K. Kt. P. one	26. Kt. to K. Kt. fourth
27. B. takes Kt.	27. P. takes B.
28. R. takes B.	28. Q. R. to K. B.
29. R. to Q. B. third	29. K. B. to Q. B. fourth
30. K. R. to K. B.	30. R. to K. B. third
31. Q. to Q. B.	31. K. B. to Q. Kt. third
32. K. to Kt. second (*e*)	32. K. R. to K. B.
33. K. B. P. one	33. K. R. P. one
34. Q. R. P. two	34. Q. Kt. P. one
35. R. to Q. B. second	35. Q. R. P. one
36. Q. to her second	36. K. R. to Q.
37. K. R. to Q. B.	37. Q. to her second
38. B. to Q. Kt. fifth	38. Q. to K. B. second
39. Q. to K. second	39. K. R. to K. B.
40. K. R. to K. B.	40. B. to Q. fifth
41. R. to Q. B. sixth	41. R. takes R.
42. B. takes R.	42. Q. to K. B. fifth
43. Q. to Q. Kt. fifth	43. B. to Q. Kt. third
44. B. to Q. seventh	44. R. to K. B. second
45. B. to K. eighth	45. R. to K. second
46. R. to Q.	46. Q. to K. B. third
47. B. to Q. B. sixth	47. R. to K. B. second
48. R. to K. B.	48. R. to K. B.
49. Q. to K. second	49. K. R. P. one

Black. (Mr. M'D.)	*White.* (Capt. E.)
50. P. takes P.	50. P. takes P.
51. B. to Q. seventh	51. Q. to K. B. fifth
52. B. to K. B. fifth	52. Q. to K. sixth
53. Q. to Q. Kt. fifth	53. R. to K. B. second
54. K. to R.	54. Q. to Q. B. fourth
55. Q. to K. eighth	55. Q. to K. second
56. Q. to Q. B. sixth	56. R. to K. B. third
57. Q. to Q. B.	57. R. to K. R. third
58. R. to K.	58. K. Kt. P. one
59. K. B. P. one	59. P. takes P.
60. Q. takes K. B. P.	60. R. to Q. third
61. B. to K. sixth	61. R. to Q.
62. R. to K. B.	62. R. to K. B.
63. Q. to K. fifth (check)	63. K. to R. third
64. R. to K. B. fifth	64. R. takes R.
65. P. takes R.	65. Q. to K. Kt. second
66. Q. to K.	66. Q. to Q. B. sixth
67. Q. to K. B.	67. Q. to K. B. sixth (check)
68. Q. takes Q.	68. P. takes Q.
69. Q. P. one (*f*)	69. P. takes P.
70. K. B. P. one	70. K. R. P. one
71. K. B. P. one	71. K. to Kt. second
72. K. R. P. one	72. B. to Q.
73. K. to Kt.	73. B. to K. second
74. K. to B. second	74. K. to B. third
75. B. to Q. Kt. third	75. K. to his fourth
76. K. takes P.	76. K. to Q. fifth
77. K. to his second	77. K. to Q. B. sixth
78. B. to K. sixth	78. Q. Kt. P. one
79. K. to Q.	79. K. to Kt. seventh
80. K. to Q. second	80. B. to K. B.
81. K. to Q. third	81. K. to R. sixth
82. K. to Q. second	82. K. takes Q. R. P.
83. K. to B.	83. K. to Kt. fifth
84. K. to Kt. second	84. Q. R. P. one
85. K. to Kt.	85. Q. R. P. one
86. B. to Q. fifth	86. Q. R. P. (checks)
87. K. to R.	87. B. checkmates.

Notes to Game XXXVII.

(*a*) A bold measure this of playing the gallant Captain's own game against him, and at such odds too!

(*b*) It is considered better for the player who receives the odds of Queen's Knight to move the Bishop at this point, to Q.'s R.'s fourth, preventing thereby the immediate advance of the enemy's Q.'s Pawn.

(*c*) Well played.

(*d*) He should have retired the Q.'s B., which now is lost.

(*e*) If Black had ventured on taking the Pawn at K. Kt.'s fifth with his Queen, he would have had a bad game, because his opponent could then have taken K. B. P. with the Rook; and upon Black taking Q. with Queen (check), the white Rook would have interposed, discovering check with the Bishop, and afterwards have captured the Queen.

(*f*) To prevent the farther advance of Q. Kt.'s P.

In giving such fearful odds as a Knight to Captain Evans, Mr. M'Donnell had unquestionably overtasked his powers; but the games, abounding in situations of interest and instruction, are admirably conducted, and though he failed to attain the mastery, his reputation "moults no feather" by the attempt.

GAME XXXVIII.

The following skilful Game was played last week, between Mr. ST—N and Mr. M—, of the Liverpool Chess Club; the former giving the odds of "a Pawn and two moves."—*The K. B. P. of Black must be taken from the board.*

White. (Mr. M—.)	*Black.* (Mr. ST—N.)
1. K. and Q.'s Pawn two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. two
3. Q. B. P. one	3. P. takes P.
4. P. takes P.	4. K. B. checks
5. Q. Kt. to B. third	5. B. takes Kt. (check) (*a*)
6. P. takes B.	6. K. Kt. to K. second
7. Q. B. to K. Kt. fifth	7. Castles
8. K. P. one	8. Q. Kt. to B. third
9. Q. to Q. B. second	9. K. R. P. one
10. B. to K. R. fourth	10. Q. to K.
11. K. Kt. P. two	11. Q. Kt. P. one
12. K. Kt. to R. third	12. Q. B. to Q. Kt. second (*b*)
13. K. R. to Kt.	13. Q. R. to Q. B.
14. Q. to K. second	14. K. Kt. to Q. fourth
15. Q. R. to Q. B. (*c*)	15. K. R. to K. B. sixth
16. Q. B. to K. Kt. third	16. Q. Kt. takes Q. P. (*d*)
17. K. B. to K. fourth (*e*)	17. Q. R. takes Q. B. P.
18. R. takes R.	18. Kt. takes R. (*f*)
19. B. takes B.	19. Q. to K. Kt. third
20. K. to K. B. (*g*)	20. Q. takes K. Kt. P. (*h*)
21. B. takes R.	21. Q. Kt. takes B.
22. Q. takes K. Kt.	22. Q. takes Kt. (check)
23. R. to K. Kt. second	23. Q. to K. B. fourth
24. K. to K. second	24. Q. to K. fifth (check)

AND, AFTER A FEW MORE MOVES, THE GAME WAS DECL "DRAWN."

Notes to Game XXXVIII.

(*a*) In ordinary cases, where no odds are given, it is not advisable to give your antagonist an opportunity of thus concentrating his Pawns. In the present instance it is done to enable Black to bring out his Knight, and Castle speedily.

(*b*) Threatening to take the Queen's Pawn with Kt., and attack the enemy's Castle with the Bishop at the same time.

(*c*) Had White omitted to protect the Q. B. P., his adversary would have taken it with his Knight, the capture of which, by White's Queen, must have given the Game decidedly in favour of Black: for suppose

K. Kt. takes Q. B. P. - - - - Q. takes Kt.

Q. Kt. takes K. P. (attacking Queen with the Rook), Q. (as her best move) to Kt. third.

Kt. to K. B. sixth (check), winning a Bishop and two Pawns for the Kt.

(*d*) This sacrifice led to some positions of singular interest and complexity.

(*e*) By far his best mode of play. Had he taken the Kt. with his Bishop, the second player, by taking R. with R., checking, and afterwards capturing Bishop with Rook, would have recovered more than his loss.

(*f*) This and the succeeding move of Black are very skilfully conceived.

(*g*) The situation here is one of peculiar difficulty, and this appears the only move to prevent checkmate.

(*h*) If Black at this point had played the obvious move of R. to Q.'s sixth, his opponent would have attacked both Q. and R. with the Kt., and must have won easily.

GAME XXXIX.

Spirited Game, played at Goode's Divan, between Mr. ST—N and Mr. —, a well known Metropolitan Player; the former giving the odds of the Q.'s Kt.

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. Kt. to B. third
4. Q. B. P. one (*a*)	4. K. Kt. to B. third
5. K. B. P. two	5. B. takes Kt.
6. R. takes B.	6. Castles
7. Q. P. one	7. Q. P. two
8. K. B. to Q. Kt. third	8. Q. P. takes P.
9. Q. P. takes P.	9. K. P. takes K. B. P.
10. K. B. to Q. B. second	10. K. Kt. to K. Kt. fifth (*b*)
11. Q. B. takes P.	11. Q. to K. R. fifth (check)
12. B. to K. Kt. third	12. Q. to K. R. third

Black. (Mr. St—n.)	*White.* (Mr. —.)
13. K. R. P. one	13. K. Kt. to K. sixth
14. K. B. to Q. third	14. B. to K. third
15. Q. B. to K. B. second	15. Kt. takes K. Kt. P. (check (*c*)
16. R. takes Kt.	16. Q. takes K. R. P.
17. R. to K. Kt. third	17. Q. to R. eighth (check)
18. R. to Kt.	18. Q. to R. seventh
19. Castles	19. Kt. to K. fourth
20. K. to Kt.	20. Kt. takes B.
21. K. R. takes K. Kt. P. (check)	21. K. to R. (*d*)
22. B. to Q. fourth	22. Q. takes Q.
23. K. R. takes K. B. P. (discov. ch.)	23. K. to Kt.
24. K. R. to Kt. seventh (check)	24. K. to R.
25. K. R. to Kt. sixth (discovering check), and the second player resigns.	

Notes to Game XXXIX.

(*a*) When giving such large odds as a Kt., it is impolitic in the first player to take K. B. P. with his Bishop at this point; because, although he readily recovers a piece in return for the one sacrificed, the exchange serves to strengthen his opponent's game.

(*b*) White should have taken K.'s P. with K.'s Kt. and then moved R. to K.

(*c*) The Knight could not escape.

(*d*) Had the second player taken the R. with his King, Black would have checked with his Bishop at Q.'s fourth, and then have taken the Queen.

GAME XL.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 7th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. K. B. to K. second	6. K. B. to K. second
7. Q. Kt. to R. third	7. Q. to Q. Kt. third
8. Q. Kt. to Q. B. second	8. K. Kt. to R. third
9. Q. P. two	9. P. takes P.
10. P. takes P.	10. Q. B. to Q. second
11. K. B. to Q. third	11. Q. Kt. to Kt. fifth
12. Kt. takes Kt.	12. B. takes Kt. (check)
13. K. to B. second (*a*)	13. Castles, K.'s side

Black. (Mr. M'D.)	*White.* (M. De la B.)
14. K. R. to K. B.	14. P. takes P.
15. K. B. P. takes P.	15. Kt. to K. B. fourth (*b*)
16. B. takes Kt.	16. R. takes B.
17. K. to Kt.	17. Q. R. to Q. B.
18. K. Kt. P. two	18. K. R. to B. second
19. Q. R. P. two	19. Q. R. to K. B.
20. Q. B. to K. third	20. K. B. to K. second
21. Q. to K. second	21. Q. to Q. Kt. sixth
22. Q. B. to K. Kt. fifth	22. K. B. to Q. Kt. fifth (*c*)
23. K. to Kt. second	23. R. takes Kt. (*d*)
24. R. takes R.	24. R. takes R.
25. R. to Q. B. (*e*)	25. R. to K. B.
26. R. to Q. B. seventh (*f*)	26. Q. B. to Q. B. third
27. B. to K. third	27. Q. to Q. B. fifth
28. Q. to her square	28. K. B. to Q. R. fourth
29. R. to K. seventh	29. Q. B. takes Q. R. P.

AND Mr. M'DONNELL RESIGNED.

Notes to Game XL.

(*a*) It would have been better play, we think, to have interposed the Queen's Bishop.

(*b*) Instead of this move, De la B. might have taken Queen's Pawn with Queen, giving check.

(*c*) This mode of play was preferable to that of taking Kt. with the Rook, which would have resulted simply in an exchange of pieces.

(*d*) Very well played.

(*e*) It is obvious that if Black had taken the Rook with his Queen, his antagonist, by taking the Q. Kt. P., checking, would have gained a Rook and Pawn in return for it.

(*f*) This injudicious move affords the enemy an opportunity of imprisoning the Rook.

PROBLEMS FOR YOUNG PLAYERS.

No. 5.

White.	*Black.*
K. at Q. R.'s sqr.	K. at K. B.'s third
Q. at Q. B.'s third	Q. at K. R.'s sixth
R. at Q. B.'s sqr.	R. at K. Kt.'s second
R. at Q. R.'s sixth	R. at Q.'s Kt.'s sqr.
B. at Q.'s second	B. at K. Kt.'s third
Kt. at K.'s third	B. at Q.'s sqr.
P. at K. R.'s fourth	Kt. at K. B. fifth

White.	*Black.*
P. at K. B.'s third	P. at K. R.'s fourth
P. at Q.'s fourth	P. at K. R.'s second
P. at Q. B.'s second	P. at K. B.'s second
P. at Q. Kt.'s second	P. at K.'s third
P. at Q. R.'s third	

White to move, and give checkmate in five moves.

No. 6.

White.	*Black.*
K. at K. Kt.'s sqr.	K. at K. Kt.'s sqr.
R. at K. Kt.'s third	Q. at K.'s fifth
R. at Q.'s sqr.	R. at K. B.'s second
Kt. at K.'s sixth	B. at Q. Kt.'s second
P. at K. Kt.'s second	P. at K. R.'s third
P. at K. B.'s fifth	P. at K. Kt.'s second

White to play first, and give mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 3.

White.	*Black.*
1. Kt. to K.'s sixth	1. Kt. to K. B.'s third, or (A.) or (B.) or (C.)
2. R. to Kt.'s fifth (check)	2. K. to R.'s third
3. R. to R.'s fifth (check)	3. B. or Kt. takes R.
4. P. one, checkmate.	

(A.)

1. Kt. to K.'s sixth. Suppose	1. R. or B. moved
2. R. to K. B.'s third (discovering check with B.)	2. K. to R. third
3. R. to K. R.'s third (check)	3. B. interposes
4. P. mates.	

(B.)

1. Kt. to K.'s sixth	1. Kt. to Q. B. fourth
2. Kt. to K. B.'s fourth (check)	2. K. to R. third
3. P. mates.	

(C.)

1. Kt. to K.'s sixth	1. K. R. P. two
2. R. to K. B. eighth (discovering check with B.)	2. K. to R. third
3. P. mates.	

No. 4.

White.	*Black.*
1. B. to K. B.'s sixth	1. R.'s P. one, or (A.)
2. R. takes Kt.'s P.	2. R. to Q.
3. B. to Kt.'s sixth	3. May move as he can.
4. R. to R.'s seventh (check)	4. K. to Kt.
5. R. to R.'s eighth, checkmate.	

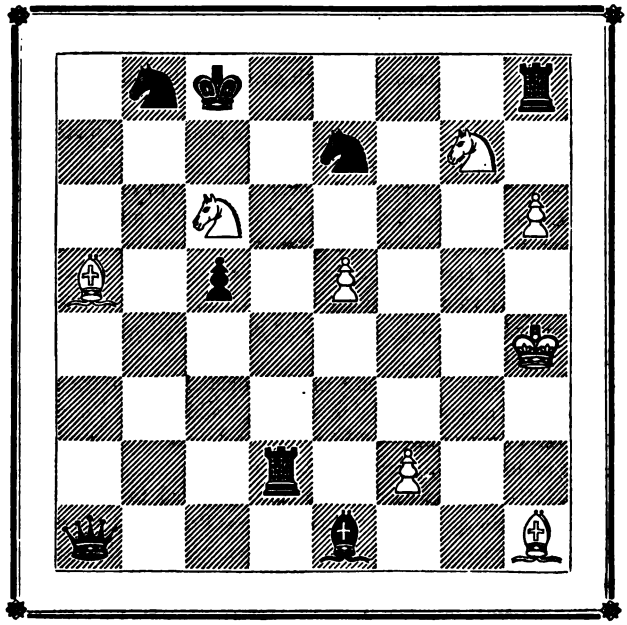
(A.)

1. B. to K. B. sixth	1. R.'s P. two
2. R. takes Kt.'s P.	2. R. to Q.
3. R. to K. Kt.'s fifth (discovering check with B.), and must mate next move.	

PROBLEM, No. 15.

White to move, and win in six moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"W. L. R., WAKEFIELD."— The list received with thanks.

"W. H., RICHMOND."—The two games shall be duly examined, and commented on. We shall be glad to see the two papers alluded to.

"G. S. S., LIVERPOOL."—The game is very well played by the party who gave the odds, but does not possess sufficient points of interest for publication. Much that is instructive to the rising player, may be gleaned from the position which G. S. S. forwarded last week; it shall have a place in our columns shortly.

"H. M., RAMORNIE."—Many thanks for the polite attention to our application.

"CAPT. B."—We have been compelled to postpone the examination of the three games, for a few days. They shall appear at the earliest convenient opportunity.

"R. P. L."—A private communication was sent by the Editor last week.

"J. E. C., PENTONVILLE."—In the description of the Problem at page 89, Black, it should be mentioned, has a Pawn at K. R.'s second sqr. We think it most desirable, as our correspondent suggests, to publish solutions to the principal problems, as the Appendix to our first vol.

"SHĀGIRD."—"*Stat nominis umbra.*"—We cannot recognize the fine Roman hand. Will he favour us with an explanatory line immediately? He is right respecting the "flaw."

"S. R., IPSWICH."—We do not know the result of the match between the Yarmouth and Lynn Clubs.

"B. D."—omitted, before playing over the game, to remove the Knight from the Q.'s side of the first player. When it is mentioned that the odds of Rook, Knight, or Pawn are given, the student, before commencing the game, must be careful to remove the piece or Pawn named from the ranks of the party who gives the odds. When, "P. and move," or "P. and two moves," are given, it is the "King's Bishop's Pawn," which must be taken off.

"R. A. B., LEEDS."—We are much indebted to our friendly correspondent, for his acceptable budget of new Problems for Young Players.

"R. P. L., VAUXHALL,"—will receive a private communication, on the subject of his letter, immediately.

"J. F., G. C— REGIMENT."—No care is spared to prevent typographical errors in the games of "THE CHESS PLAYER'S CHRONICLE;" and our Correspondent is mistaken in believing he has detected an inaccuracy in the game cited. We have before had occasion to remark, and cannot too forcibly impress it upon young players, that the greatest caution and precision are necessary in playing games over "from book."

The advantages arising from the practice are, however, more than commensurate with its difficulties, and a little perseverance soon renders the labour one of love. It has occurred to us, that much of the irksomeness which learners complain of in this task, would be lessened, if some symbol, such as a crown, a diadem, or fillet, surmounted the *King's* Rook and Knight, to distinguish them from the same pieces on the Queen's side. While examining a printed game, the Bishops, moving on squares of an opposite colour, are easily recognizable to the end, but the repetition of "*King's* Rook takes *Queen's* Knight," "*Queen's* Knight checks," and the like," occasions incalculable trouble to the inexperienced Chess Player.—We throw out this suggestion at random, but have very little doubt that the makers of Chess-men would find it to their account to manufacture some pieces after the fashion here recommended.

TO THE EDITOR OF "THE BRITISH MISCELLANY, AND CHESS PLAYER'S CHRONICLE."

SIR,—As you take an interest in Chess and Chess Players of all countries, I am induced to mention to you the substance of a conversation I had last night, with an intelligent native of Delhi, Karim Khan, at present in this country. He tells me that there is resident in Delhi a native gentleman, by name Karamat Ali Khan, famous throughout Hindustan for his consummate skill in Chess. His age may be about five and forty, and he lives in independent circumstances; but for many years past he has not met with his match in the game. Christians, Mahommedans and Hindus, have repeatedly measured their strength with him, but all of them were obliged to retire, shorn of their previous laurels, if they had any. Not long ago he played with a neighbouring Rajah for a stake as high as six thousand rupees (about 600*l.*), and won easily.

Such is the account my friend Karim Khan gives of this "wise man of the East;" and my object in mentioning it to you is, that probably, among your numerous readers, there may be some, like myself, who have spent a portion of their lives in India, and who may have seen and played with this invincible champion. If so, they may probably inform us what his real strength may be compared with the best players of France and England. I make every allowance for my Oriental friend's description of him, and, after all, there remains sufficient ground for concluding that Karamat Ali Khan is a fine player. Throughout India he is now surnamed *Shatir*, which signifies a Chess Player, *par excellence*. Finally, I may mention, that when lately Lord Auckland visited the Northern Provinces, Karamat Ali Khan was presented to His Lordship—an honour which he owed to his *skill in Chess*.

In Delhi, Chess is a very favourite game, perhaps more so than in any

part of the world. Now that the English rule the land, the proud descendants of the Rajpoots and the Moghuls have found a more innocuous field of contention than they possessed some centuries back.

I am yours, &c. SHĀGIRD.

LECTURES ON CHESS.

THE Armagh Chess Club having proposed to give a course of six Lectures on that Game, the first was delivered on Wednesday evening last, by the Secretary of that Society, in the Market-House Rooms, to a numerous and attentive audience, a great portion of whom were ladies. The subject of the Lecture, after a few prefatory observations, was an endeavour to discover the origin of the Game, by giving extracts from the historical annals in which the different nations of the East have founded their right to the honour of its invention. After comparing and contrasting the claims of Hindostan, China, Persia, Arabia, Egypt, Greece, and other countries of ancient renown, to its paternity, the former country, it was thought, seemed to have the best and most authentic data in its favour, though it is by no means certain that the inhabitants of China were not acquainted with it, even at a more remote period. Of the real origin of this most ancient of all Games, nothing is known with any certainty, nor will probably ever be discovered. Its progress through Europe was then traced, and its introduction into England, where it was much in fashion at the Court of William the Conqueror, and a knowledge of it considered essential in the education of warlike Knights in those chivalrous ages. The evening concluded with illustrations of a few of the most popular openings, *viz.*—the King's Knight's, the Queen's Pawn two, the Giuoco Piano, and the Evans Gambit. The nature of these different openings was fully explained—the strongest methods of attack and defence were shown and commented on; and, after playing them over several times, so as to make the audience acquainted with the different positions, the evening's amusements concluded with the announcement, that on the succeeding Wednesday the course would be continued, and the subject of that Lecture would be "An attempt to prove the excellence and superiority of Chess, as a rational and domestic recreation, with illustrations of the openings called the King's Bishop, the Queen's Bishop's Pawn, and the Lopez Gambit."

This is the first instance of Lectures having been given in Ireland on this interesting subject; and we cannot help congratulating the Armagh Chess Club, for their spirit in bringing it under the notice of their fellow citizens. The arrangements for the accommodation of the company were admirable, and every one appeared highly pleased with the novelty.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 128.)

One thing is certain, that these Chess-men, from their size and workmanship, must have been designed for no ignoble personage; and from the decided style of Greek art visible in the figures, it is a more natural inference to suppose them presented to Charlemagne by a sovereign of the Lower Empire, than that they came to him as an offering from the Moorish Princes of Spain, or even from the Caliph Haroun al Rashid, whose gifts to the Emperor of the West are detailed so minutely by the German historians. The value, also, attached to them at that period, is testified by their having been placed, together with the most costly ornaments of the state, in the Abbey of St. Denis, where they were preserved till the time of the Revolution. It is possible, also, that this transaction may have given rise to the passage above quoted, of a similar donation of King Pepin to the Monastery of Maussac.

Admitting the above hypothesis to be correct, we shall cease to wonder at the perpetual reference in the ancient French romances to the game of Chess in the time of Charlemagne. This is remarkably the case in the Romance of Guerin de Montglave, which turns wholly upon a game of Chess, at which Charlemagne had lost his kingdom to Guerin. The short dialogue which preceded this game, on which so great a stake depended, as narrated by the hero of the story to his sons, is characteristic, and has been thus modernized by the Comte de Tressan. "'I bet,' said the Emperor to me, 'that you would not play your expectations against me on this Chess-board, unless I were to propose some very high stake.' 'Done,' replied I; 'I will play them, provided only you bet against me your kingdom of France?' 'Very good, let us see,' cried Charlemagne, who fancied himself to be strong at Chess. We play forthwith—I win his kingdom—he falls a laughing at it; but I swear by St. Martin, and all the Saints of Aquitain, that he must needs pay me by some sort of composition or other."* The Emperor, therefore,

* "'Je parie, que vous ne voudriez pas jouer contre moi vos esperances, sur cet échequer, à moins que je ne misse gros au jeu.' 'Si fait,' repondis-je, 'les jouerai, pourvu que gagiez contre moi seulement votre royaume de France.' 'Eh bien!

by way of equivalent, surrenders to Guerin all his right to the city of Montglave (Lyons), then in the hands of the Saracens, which is forthwith conquered by the hero, who afterwards marries Mabilette, the Soldan's daughter.

In another romance, containing the history of *Les Quatre Filz Aymon*, we read that Duke Richard of Normandy was playing at Chess with Ivounet, son of Regnaut (Rinaldo) when he was arrested by the officers of Regnaut, who said to him (we quote from the old translation of Copeland, 1504), "'Aryse up, Duke Rycharde; for in dispite of Charlemayne that loveth you so muche, ye shall be hanged now?' When Duke Rychard saw that these sergeauntes had him thus by the arm, and held in his hande a lady (dame) of ivory, where w^t^ he would have given a mate to Younet, he withdrew his arme and gave to one of the sergeauntes such a stroke with it into the forehead, that he made him tumble over and over at his feete; and then he tooke a rooke (*roc*) and smote another w^t^ all upon his head, that he all to brost it to the brayne." Examples of this nature might be multiplied to some extent, but the above will be sufficient to show the manner in which the old romances introduce the Game.

Another instance, of a later date, indeed, than the period I have left, but early enough to prove my position that Chess must have been known in Europe previous to the first crusade, presents itself in the Epistles of Damiano, Cardinal Bishop of Ostia, who died in 1080. In a letter to Pope Alexander II. (1061—1073,) he mentions an adventure which took place between himself and a Bishop of Florence. "Whilst we were travelling together," he writes, "having arrived in the evening at a resting place, I withdrew myself to the neighbouring cell of a priest; but he remained with a crowd of people in a large house of entertainment. In the morning my servant informed me that the Bishop had been playing at the game of Chess; which thing when I heard, it pierced to my heart like an arrow. At a convenient hour I sent for him, and said, in a tone of severe reproof, 'The hand is stretched out; the rod is ready for the back of the offender.' 'Let the fault be proved,' said he, 'and penance shall not be refused.' 'Was it well,' rejoined I—'was it worthy of the character you bear, to spend the evening in the vanity of Chess-play (*in vanitate scachorum*), and defile the hands and tongue which ought to be the mediators between man and the Deity? Are you not aware that by the canonical, bishops who are dice-players are ordered to be suspended,' (*deponantur*). He, however, seeking an excuse from the name of the game, and sheltering himself under this shield, suggested that dice was one thing and Chess another; conse-

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voyons,' dit Charles, qui se croyoit fort aux échecs. Nous jouons: je lai gagne son royaume; il se met à rire; moi, je jure par Saint Martin, et par bien d'autres saints de mon pays d'Aquitaine, qu'il faut bien qu'il me paye par quelque accommodement." —*Bibliothèque des Romans*, Oct, 1771, vol. ii. p. 8.

quently that *dice* alone were forbidden by the canon, but Chess tacitly allowed. To which I replied thus; 'Chess,' said I, 'is not named in the text, but is comprehended under the general term of dice. Wherefore since dice are prohibited, and Chess is not expressly mentioned, it follows without doubt that both kinds of play are included under one term, and equally condemned.'" To this the poor prelate could make no reply, and was ordered by his superior, by way of penance for the offence, to repeat his Psalter over thrice, and to wash the feet of, and give alms to, twelve poor persons.* Twiss infers from this story that Chess was then a thing quite new and strange, vol. i. p. 109; but I apprehend the direct reverse should be the conclusion.

The preceding observations have been called forth by a singular discovery made in the course of the last twelvemonth, which throws no inconsiderable light on the early history of the Game of Chess, after its arrival in Europe.

It was thus announced in the Scottish newspapers of June last:—

"Some months ago a very curious discovery was made in the parish of Uig, Isle of Lewis, which must prove highly interesting to Scottish antiquaries. A peasant of the place, whilst digging a sand bank, found upwards of seventy pieces of bone, most of them representing Kings, Bishops, and Knights, dismounted and on horseback. The figures are of excellent workmanship, and, judging from the costume, certainly of very remote antiquity. That they were originally carved for the ancient purpose of Chess-play seems the most probable conjecture, and had been destined to relieve the sadness of cloistered seclusion; for they were discovered near the ruin known to have been a nunnery, and still named, *Taignir collechin dugh an Uig*, the House of Black Women in Uig.† With the other articles was found a buckle of the same kind of bone or ivory, beautifully executed, and in perfect preservation, as are all the rest."

By the liberality of the trustees of the British Museum, these figures now form a part of the National Collection of Antiquities, and it is to be hoped that an accurate description of them may not be unacceptable,

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* "Dum aliquando sibi essem comes itineris, vespertinum tandem subeuntes hospitium, ego me in presbyteri cellam semovi, is autem in spatiosa domo cum commeantium turba resedit. Mane autem facto, à meo mihi agasone significatum est, quod prædictus Episcopus ludo præfuerit *Scachorum*. Quod profectò verbum, velut sagitta, cor meum dentissimè pupugit.—Ille autem ex diversitate nominum defensionis sibi faciens scutum, ait, aliud *Schachum* esse, aliud aleam. Aleas ergo auctoritas illa prohibuit, *Schachos* vero tacendo concessit. Ad quo ego: *Schachum*, inquam, scriptura non ponit, sed utriusque ludi genus aleæ nomine comprehendit."—*Epist. Damiani*, 4to. Par. 1610, p. 45.

† A private letter from Edinburgh states the story of the nunnery to be fictitious, but that a ruin of some note exists not far from the spot where these Chess-men were found.

even should the writer of the present communication fail in his attempt to give them "a local habitation and a name."

The number of these Chess-men—for such they are—exclusive of the fourteen table-men, or draught-men, and the fibula found with them, amounts to sixty-seven; of which number nineteen are Pawns, the rest superior pieces. Of these, six are Kings, five Queens, thirteen Bishops, fourteen Knights, and ten pieces which I shall designate by the title of Warders, which here take the place of the Rook or Castle; forming altogether the materials of six or more sets. For the sake of distinction, part of them were originally stained of a dark red or beet-root colour; but from having been so long subject to the action of salt water, the colouring matter in most cases has been discharged. The pieces vary also in size, according to the sets of which they formed a part; and although so many remain, it is difficult at present to select even two sets which correspond exactly. A short comparative statement of the height, circumference, and base, of the largest and smallest of each sort, is subjoined:—

	Height.	Circumference.	Base.
Largest King	4½ inch.	6¾ inch.	2¼ by 1⅝ inch.
Smallest ditto	3½	5½	1⅝ by 1¼
Largest Queen	3⅞	5⅝	1⅜ by 1⅜
Smallest ditto	3	5	1⅝ by 1⅜
Largest Bishop	4	5⅝	2 by 1⅜
Smallest ditto	2⅞	4¼	1½ by 1¼
Largest Knight	4	6¼	2¼ by 1⅜
Smallest ditto	2⅞	5¼	2 by 1
Largest Warder	4	5	1⅞ by 1⅜
Smallest ditto	2⅞	4¼	1½ by 1½
Largest Pawn	2⅜	3¾	1⅜ by ⅞
Smallest ditto	1⅝	2⅜	⅞ by ⅞

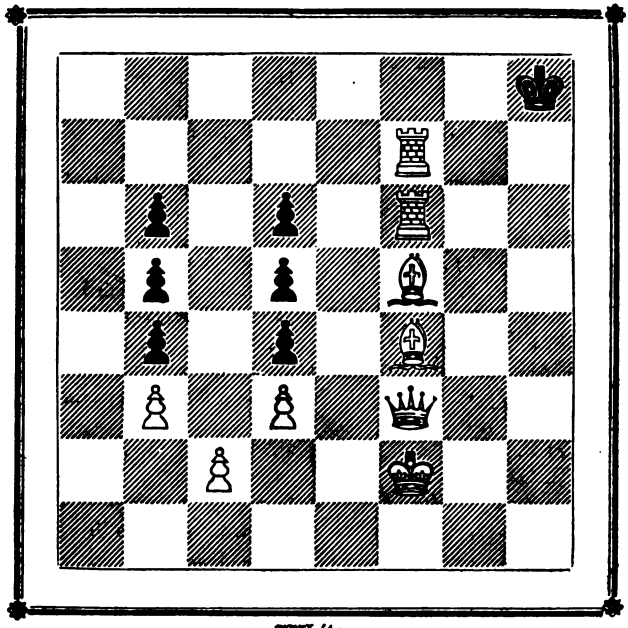
(*To be continued in our next number.*)

We have particularly to request that the Secretaries of the various Chess Clubs throughout England will furnish us with a list of their several Clubs, and an account of any Matches in which they may be engaged; as we propose keeping a correct register of all Matches played in future.

PROBLEM, No. 16.

This surpassingly skilful Stratagem, which, by the few players who have examined it, has been denominated "The Invincible," is the invention of our respected correspondent, the Rev. H. BOLTON.

Black.



White.

White engages to give *checkmate*, with the *Queen's Bishop's Pawn*, in *thirty-seven* moves, without taking any of the adverse Pawns, or permitting them to be moved.

GAME XLI.

Recently played between the two best players in the Bristol Chess Club.

White. (Mr. W.)	*Black.* (Mr. E. W.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two (*a*)	2. K. P. two
3. Q. Kt. to B. third	3. Q. P. one
4. Q. P. one	4. K. B. P. two
5. K. B. P. two	5. K. Kt. to B. third
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. B. to K. second	7. B. to K. second

White. (Mr. W.)	*Black.* (Mr. E. W.)
8. K. B. P. takes P.	8. Q. P. takes P.
9. Castles	9. K. B. P. one
10. Q. Kt. to Q. fifth	10. Castles
11. Q. Kt. P. one	11. K. B. to Q. third
12. Q. B. to Q. Kt. second	12. Kt. to Q. fifth
13. K. Kt. takes Q. Kt.	13. Q. B. P. takes Kt.
14. K. R. P. one	14. K. to R.
15. Q. R. P. one	15. Q. R. P. two
16. Q. R. to Q. B.	16. Q. Kt. P. one
17. Q. to K.	17. K. Kt. P. two
18. Q. to K. B. second	18. R. to K. Kt.
19. K. to R. second	19. K. Kt. P. one
20. Q. to K. R. fourth	20. K. Kt. P. one (check) (*b*)
21. K. to R.	21. B. to K. second
22. Kt. takes B.	22. Q. takes Kt.
23. B. takes Q. P. (*c*)	23. P. takes B.
24. R. takes K. B. P.	24. R. to K. Kt. third
25. Q. R. to K. B.	25. Kt. to Kt. sqr.
26. Q. to R. fifth	26. R. to K. Kt. fourth
27. Q. to R. fourth	27. B. to K. third
28. B. to K. R. fifth	28. Q. to K. Kt. second
29. B. to B. seventh	29. B. takes B.
30. R. takes B.	30. Q. to R. third
31. Q. to B. fourth	31. Q. R. to K.
32. Q. R. to K. B. third	32. Q. to R. fourth
33. K. R. P. one (*d*)	33. R. to K. Kt. fifth
34. R. takes K. R. P. (check)	34. K. takes R.
35. Q. to Q. B. seventh (check)	35. Q. R. to K. second

AND THE FIRST PLAYER RESIGNS.

Notes to Game XLI.

(*a*) K. B.'s P. two would have been better play.

(*b*) Black might have obtained a winning game, by taking K. R.'s P. with this Pawn.

(*c*) An ill-judged sacrifice.

(*d*) This move only adds to the difficulties of the first player's game.

GAME XLII.

Finely contested Game, between Mr. ST—N and Mr. M., of the Liverpool Chess Club; the former giving the odds of "Pawn and two moves." —*The K. B. P. of the second player must be taken from the board.*

White. (Mr. M.)	*Black.* (Mr. ST—N.)
1. K. and Q.'s P. two	1. Q. P. one
2. K. B. to Q. third	2. Q. B. P. two

White. (Mr. M.)	*Black.* (Mr. St—n.)
3. Q. B. P. one (*a*)	3. P. takes P.
4. P. takes P.	4. K. Kt. to B. third
5. K. B. P. two (*b*)	5. Q. B. to K. third
6. K. Kt. to B. third	6. Q. Kt. to Q. second
7. K. R. P. one	7. B. to K. B. second
8. Castles	8. K. P. one
9. K. P. one	9. K. Kt. to Q. fourth
10. K. B. P. one	10. Q. P. takes K. P.
11. K. B. P. takes P.	11. B. takes P.
12. Kt. to K. Kt. fifth	12. Q. to K. second
13. Q. to K. R. fifth (check)	13. K. to Q.
14. Q. Kt. to R. third	14. K. Kt. to K. B. third
15. Kt. takes B. (check)	15. Q. takes K. Kt.
16. Q. to K. second	16. B. takes Kt.
17. P. takes B.	17. R. to Q. B.
18. Q. B. to K. Kt. fifth	18. Q. to Q. Kt. third
19. K. to R.	19. P. takes P.
20. Q. R. to Q. Kt.	20. Q. to Q. R. fourth (*c*)
21. Q. R. to Q. Kt. fifth	21. Q. takes Q. R. P.
22. R. takes Q. Kt. P.	22. R. to Q. B. second
23. Q. R. to Q. Kt. third	23. Q. to K. second
24. Q. to Q. Kt. second (*d*)	24. R. to Q. B. sixth (*e*)
25. R. takes R.	25. P. takes R.
26. Q. takes P.	26. Q. to Q. B. fourth
27. Q. takes Q.	27. Kt. takes Q.
28. K. B. to K. B. fifth (*f*)	28. K. R. P. one
29. Q. B. to K. third	29. Kt. from K. B. third to K. fifth
30. R. to Q. (check)	30. K. to K. second
31. K. B. takes Kt.	31. Kt. takes B.
32. B. takes Q. R. P.	32. R. to Q. R.
33. B. to Q. fourth (*g*)	33. R. to Q.
34. K. to Kt.	34. K. to K. third
35. K. to B.	35. K. Kt. P. two
36. K. to K. second	36. R. to Q. R.
37. R. to Q. R.	37. K. to Q. fourth
38. B. to K. Kt. seventh	38. Kt. to K. Kt. sixth (check)
39. K. to B. third	39. Kt. to K. B. fourth
40. B. to Q. Kt. second	40. Kt. to K. R. fifth (check)
41. K. to Kt. third	41. Kt. checks
42. K. to Kt. fourth	42. K. to K. fifth
43. Q. R. P. two	43. Kt. to K. sixth (check)
44. K. to Kt. third	44. K. R. P. one
45. Q. R. P. one	45. R. to Q. R. third
46. R. to Q. R. fourth (check)	46. K. to Q. sixth
47. B. to Q. B.	47. K. R. P. one (check)
48. K. to R. second (*h*)	48. Kt. to B. eighth (check)

White. (Mr. M.)	*Black.* (M. St—n.)
49. K. to Kt.	49. Kt. to Q. seventh
50. B. to Q. R. third (*i*)	50. R. to K. third
51. B. to Q. Kt. fourth	51. R. checks
52. K. to R. second	52. Kt. to B. eighth (check)
53. K. to Kt. (*k*)	53. Kt. to Q. seventh, discovering check, and drawing the game.

Notes to Game XLII.

(*a*) If, instead of so playing, White had taken the Pawn, his adversary would have checked with the Queen at Q. R.'s fourth, and then have captured the Pawn with her.

(*b*) The obvious move of "K.'s Pawn one," would have been bad play; because, in that case, Black, after taking P. with P., when White took P. with Q.'s P., by checking with his Queen, must have won a Pawn.

(*c*) Attacking the Queen's Bishop.

(*d*) Well played; winning at least a Pawn.

(*e*) Probably the best move left for Black; had he played his Queen to King's fourth or to her third square, he must have lost "the exchange;" and if he had moved her to Q.'s B.'s fourth, White, by playing K.'s Rook to B.'s fifth would have obtained the better game.

(*f*) We should have preferred the more simple line of play; taking first the Kt. with Bishop (check), then the Pawn with Rook, and, if Black captured the Bishop, White, by checking with the Rook at Q.'s sixth, won the Kt.

(*g*) Embarrassing his game for several moves; he should have moved Rook to K.'s square.

(*h*) "King to B.'s second," would have lost him the game.

(*i*) He must have obtained a better position for winning, had he taken the Kt. with Bishop, and then checked with his Rook at Queen's fourth.

(*k*) If he had moved K. to R., Black could have mated him in two moves.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

Sir,—The Game which has been playing, by correspondence, with the Armagh Club, for some time past, having now terminated, I am desired by the Committee of the Liverpool Chess Club to transmit to you the particulars. In justice to our opponents, it is only proper to state, that when the Match was commenced, the Armagh Club had been formed but a short time, and none of its members possessed much experience; yet the first twenty moves afford very little room for criticism.

I am respectfully, Sir, your obedient servant,

Liverpool, 24th June, 1841. G. J. Spreckley, *Sec.*

GAME XLIII.

Played by Correspondence, between the Chess Clubs of Liverpool and Armagh.

Black. (ARMAGH.)	*White.* (LIVERPOOL.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt. third
7. Castles	7. K. Kt. to B. third
8. Q. P. one	8. Q. Kt. to K. second
9. Q. Kt. to B. third	9. Q. B. to K. Kt. fifth
10. Q. B. to K. third	10. K. Kt. to Q. second
11. Q. B. takes B.	11. Q. R. P. takes B.
12. Q. to her third	12. Castles
13. Q. Kt. P. two	13. B. takes Kt.
14. Q. takes B.	14. K. B. P. two
15. Q. to her sqr.	15. P. takes P.
16. Kt. takes P.	16. Q. Kt. to K. B. fourth (*a*)
17. Q. to Q. second	17. K. Kt. to K. fourth
18. Q. R. to Q. B.	18. Q. to K. R. fifth (*b*)
19. K. B. P. one	19. K. R. P. one
20. B. to K. second	20. Q. to K. second
21. Q. R. to Q. B. third	21. Q. B. P. two
22. Q. P. takes P. *en passant*	22. P. takes P.
23. K. R. to K. (*c*)	23. Q. P. one (*d*)
24. K. B. P. one	24. P. takes Kt.
25. K. B. P. takes Kt.	25. K. P. one
26. Q. to her third	26. Q. R. to Q.
27. Q. to K. fourth	27. Q. R. to Q. fifth
28. Q. takes Q. B. P.	28. Q. R. takes Q. Kt. P.
29. Q. to Q. B. seventh (*e*)	29. Q. to K. R. fifth
30. K. R. to K. B.	30. Q. R. to K. fifth
31. Q. R. P. two (*f*)	31. K. to R. second
32. Q. R. to Q. B. second	32. Q. R. to K. B. fifth
33. Q. R. to Q. B.	33. Q. R. to K. B. seventh
34. B. to Q. third	34. K. to R.
35. K. P. one (*g*)	35. Q. to Q. fifth
36. K. R. to Q. (*h*)	36. K. P. one

And the Armagh Club resigned the game (*i*).

Notes to Game XLIII.

(*a*) We should have played the Kt. to King's Kt.'s third.

(*b*) This attack is somewhat premature.

(*c*) King's B.'s P. one sqr. would have been better play.

(*d*) The advance of this Pawn, which ought to have been foreseen, tended seriously to embarrass Black's forces.

(*e*) We believe the Armagh Club would have improved their position by playing Rook to Q.'s B.'s fourth, instead of the present move.

(*f*) Irretrievably bad. With skilful manœuvring the "passed" King's Pawn might have been rendered a source of annoyance to the Liverpool party, and have diminished the power of their attack on the Black King; the last most lame and impotent of moves, however, left the first players no chance of recovering the game.

(*g*) This Pawn should have been advanced before.

(*h*) Black might have postponed the inevitable mate, by returning King's Bishop to King's second sqr.

(*i*) Had the Armagh players taken the Pawn with their Bishop, the adverse party would have given checkmate in five moves.

The result of this contest reflects no discredit upon the skill of the Armagh party, which, consisting as we understand of very young Chess players, laboured under the disadvantage of contending against a powerful Club, headed by one of the finest provincial players in the kingdom.

GAME XLIV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 8th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two (*a*)	2. P. takes P.
3. Q. Kt. to B. third	3. K. B. P. two
4. K. P. one	4. K. P. one
5. K. B. takes P.	5. Q. B. P. one
6. K. Kt. to B. third	6. K. B. to Q. third
7. K. P. one	7. Q. Kt. P. two
8. K. B. to Q. Kt. third	8. Q. R. P. two (*b*)
9. K. P. takes P.	9. K. P. takes P.
10. Castles	10. Q. R. P. one
11. K. B. takes K. Kt.	11. K. R. takes B.
12. Q. B. to K. Kt. fifth	12. Q. to Q. B. second
13. Q. to K. second (check)	13. K. to B.
14. K. R. to K. sqr.	14. K. to B. second
15. Q. R. to Q. B. (*c*)	15. Q. to Q. Kt. second
16. Q. P. one	16. K. R. P. one (*d*)
17. Q. P. takes P.	17. Q. to Q. R. third
18. Q. Kt. takes Q. Kt. P. (*e*)	18. K. R. P. takes B.
19. Q. Kt. takes B. (check)	19. K. to Kt. third

White. (M. De la B.)	*Black.* (Mr. M'D.)
20. K. Kt. to K.'s fifth (check)	20. K. to B. third
21. Q. to K. R. fifth	21. P. to K. Kt. third
22. Q. to K. R. seventh	22. Q. B. to K. third
23. K. Kt. takes K. Kt. P.	23. Q. Kt. takes P. (*f*)
24. Q. R. takes Kt.	24. Q. to Q. sixth (*g*)
25. Q. to K. seventh (check) (*h*)	25. K. takes Kt.
26. K. R. takes B. (check)	26. K. to R. fourth
27. Q. to K. R. seventh (check)	27. K. to Kt. fifth
28. Q. R. to Q. B. fourth (check)	28. K. B. P. one
29. K. R. P. one (check)	29. Q. takes K. R. P.
30. Q. takes Q. (checkmate).	

Notes to Game XLIV.

(*a*) The merits of the Queen's Gambit are not, we think, sufficiently appreciated by the players of this country. It appears to us an opening full of interest and variety, and possessing the great advantage over Gambits on the King's side, of being perfectly safe for the attacking party.

(*b*) Q.'s Kt.'s P. one would have been better play, because, had the Q.'s Kt. then moved, Black could have won the King's Pawn.

(*c*) Threatening to take the Q.'s Kt.'s P. with Kt. next move.

(*d*) This move seems ill calculated to diminish the embarrassment of Black's position.

(*e*) Well played.

(*f*) Had Black taken the Kt. with his Rook, the other Kt. would have checkmated him next move.

(*g*) If the Queen had captured the Rook, White would have given mate in three moves, *ex. gr.*—

	Q. takes Q. R.
R. takes B. (checks) - -	K. takes R.
Q. to K. seventh (check) -	K. to Q.'s fourth
Q. to K.'s fifth (mate).	

(*h*) An unnecessary prolongation of the contest, which might have been terminated more scientifically in two moves, thus:—

Q. to K. B.'s seventh (check) -	B. takes Q.
Kt. to K.'s eighth, checkmating with Kt. and Rook;	
or,	
R. takes B. (check) - -	K. takes R.
Q. to K. B.'s seventh (checkmate).	

For a skilful analysis of the opening termed, "The Queen's Gambit," we refer the student of Chess to Mr. Lewis's admirable work, entitled, "Second Series of Lessons on Chess for the higher Class of Players."

PROBLEMS FOR YOUNG PLAYERS.

No. 7.

White.	*Black.*
K. at K. R.'s square	K. at K. R.'s square
Q. at Q. B.'s fourth	R. at Q. R.'s square
R. at Q. B.'s third	R. at Q. R.'s second
R. at K. B.'s third	P. at K. Kt. second
B. at Q.'s fifth	P. at Q. Kt. second
P. at K. R. third	
P. at K. Kt. second	
P. at K. Kt. sixth	
P. at Q. B. second	
P. at Q. Kt. sixth	

Black, playing first, draws the game.

No. 8.

White.	*Black.*
K. at his fifth	K. at K. Kt.'s square
Q. at Q.'s second	Q. at K. B.
Kt. at Q.'s fifth	P. at K. B. second
Kt. at K. R.'s fifth	P. at K. seventh
P. at K. R.'s sixth	

White to move, and give checkmate in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 5.

White.	*Black.*
1. Kt. to Q.'s fifth (check)	1. K. to K. B.'s fourth, or (A)
2. R. to K.'s sqr.	2. B. to Q. B.'s second
	This is better than moving the Bishop to K. B.'s third, because the Kt. in that case would give checkmate next move.
3. Q. to Q.'s third (check)	3. Kt. takes Q.
4. Kt. to K.'s seventh (check)	4. K. to B.'s third
5. B. to K. Kt. fifth (checkmate).	

(A)

White.	*Black.*
1. Kt. to Q.'s fifth (check)	1. Kt. takes Kt.
2. B. to K. Kt.'s fifth (check)	2. K. to K. B.'s fourth
3. Q. to her third (checkmate).	

No. 6.

White.	*Black.*
1. R. to Q.'s eighth (check)	1. K. to R.'s second
2. K. R. takes K. Kt. P. (check)	2. R. takes R.
3. Kt. to K. B.'s eighth (check)	3. K. to Kt. or R.'s sqr.
4. Kt. to Kt. sixth (disc. check)	4. K. to R.'s second or B.'s second
5. R. mates.	

CRITICAL POSITIONS.

THE following Positions, which have recently occurred in actual play, and have never been published, may afford some entertainment to our readers.

No. 1.

White.	*Black.*
K. at K. R.'s square	K. at K. Kt.'s square
Q. at K.'s fourth	Q. at Q.'s second
R. at K.'s square	R. at Q.'s seventh
R. at Q. B.'s square	R. at Q. Kt.'s seventh
B. at K. R.'s fifth	Kt. at Q. Kt.'s sixth
P. at K. Kt.'s second	P. at Q. R.'s seventh
P. at K. R.'s third	P. at K. Kt.'s second
	P. at K. B.'s third

White, having to play, won the game.

No. 2.

White.	*Black.*
K. at Q.'s third	K. at Q. Kt.'s seventh
P. at K. Kt.'s seventh	P. at Q. R.'s seventh

White, playing first, won the game in nine moves.

No. 3.

White.	*Black.*
K. at Q. Kt.'s third	K. at Q. Kt.'s second
Kt. at K. R.'s seventh	P. at Q. R.'s third
P. at Q. R.'s fifth	P. at B.'s sixth
P. at Q. Kt.'s sixth	
P. at Q. R.'s seventh	

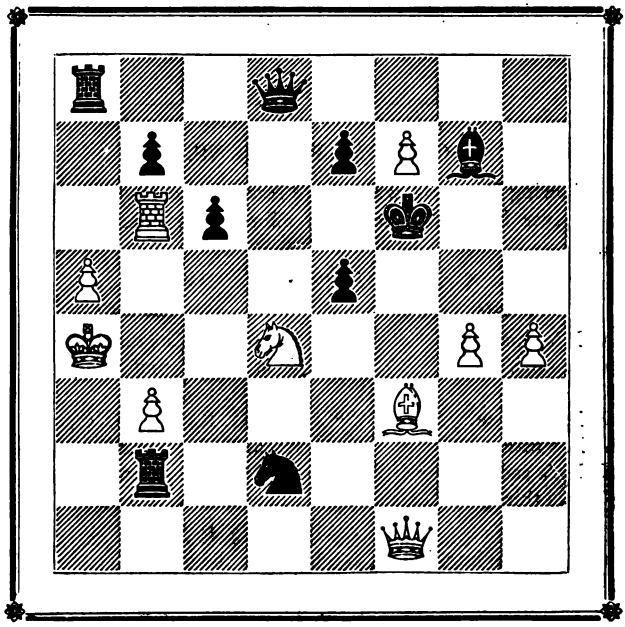
White, having the move, made a drawn game.

PROBLEM, No. 17.

From Mr. Lewis's unpublished Chess MSS.

White, playing first, checkmates in four moves.

Black.



White.

*** In Game No. XXXVIII., published in our last Number, which was played between Mr. ST—N and Mr. M—, of the Liverpool Chess Club, at the 14TH *move of White*, instead of "Q. to K. second," read "Q. to Q. SECOND."

NOTICES TO CORRESPONDENTS.

CHESS.

"FREUDENSPRUNG."—Received with thanks.

"H. T., NORTHUMBERLAND STREET."—The information desired may be obtained at the publisher's.

"G. S. S., LIVERPOOL."—We shall take an early opportunity of commenting on the "gross blunder" which our Correspondent has discovered in a certain work on Chess, as well as on several similar errors, to which our attention had been previously directed in the same production.

"SHĀGIRD."—We look forward with much pleasure to the promised information from Karim Khan.

"R. A. B., LEEDS."—"White to move, and draw the game," is the customary, if not the correct, phraseology; and the proposition, so worded, would therefore be the more intelligible to Chess Students. The ingenious variation on Mr. Bolton's Problem, No. 7, well deserves a place in our "Chronicle."

"W. H., RICHMOND."—The game by correspondence shall be examined immediately.

"G. M., DEVONPORT."—A complete set of the "Chess Player's Chronicle" may be obtained more readily through a bookseller at Devonport. The prospectus will be forwarded.

"D., BRIGHTON."—Any assistance that we can render "D.," in the formation of the projected Chess Club, he may freely command. We would suggest, however, the advisability of taking no farther steps until the present political "hurly-burly" has subsided.

"A. W., LEAMINGTON."—Sets of Chess-men, made in the fashion recommended in our last number, if in ivory, should be obtained from D. Stewart, of Oxford-street; if of wood, from Sherwin, Great Queen Street, Lincoln's Inn.

"Z."—"Which do you consider the best opening for a player to adopt when giving the Queen's Knight?"—That known as "The Lopez Gambit."

"M. M."—The game appeared in the series of Chess Papers publishing in the BATH AND CHELTENHAM GAZETTE.

"T. R., BILLITER STREET."—The solution of Mr. Bolton's fine Problem, on our cover, is correct.

LECTURES ON THE GAME OF CHESS.

THE Second Lecture of the course proposed to be given by the Armagh Chess Club, on this interesting subject, took place in the Public Rooms, on Wednesday evening last, and was attended by a numerous auditory, of which the fair sex formed the majority. The subject was "the excellence and superiority of Chess as a rational, domestic, and social recreation, with a sketch of varieties of the Game, as played by different nations." The member of the Club who came forward on this occasion, began by showing that amusements and recreations have always been indispensable requisites; that every man, no matter what his situation in life may be, must have his "hours of idleness," whether adopted as a relaxation from the toils and anxieties of business, the harassing cares of professional pursuits, or the drudgery of still more fatiguing bodily employments. Æsop, whose fables contain stores of wisdom in every page, in a very pleasing allegory, has shown that "the bow cannot be always bent" with advantage; and that those who may have attempted to do without any cessation or relaxation from bodily or mental

labour, have ever suffered thereby. This being a truth never disputed, it becomes our first consideration, and an imperative one it is, to see that the means taken to procure such relaxation are not, as they too often are, vicious, but innocent, and also that it should have a tendency to be improving and useful, as well as agreeable. The different games of chance now commonly resorted to as an amusement, were then considered, and a comparison drawn on their relative merits, the moral of which endeavoured to prove that the true test to judge of the tendency of the game was, whether it was sufficient of itself to interest the players, and retain their attention, without having a stake on its results; for if not, then it became noxious and pernicious, instead of innocent and improving. Thousands of parents have had to mourn the loss of promising sons, who had been led from the paths of virtue and industry, by the infatuating devotion to gambling, which an *innocent* game of cards first taught the youthful mind. After pursuing this subject at some length, and proving the injurious effects of a devotion to such puerile and pernicious amusements, the value and superiority of the Game of Chess was brought under the notice of the audience, strengthened by the opinions of many very eminent men who had encouraged its adoption in their respective spheres. Amongst others, the greatest economist of time that ever lived, one who incessantly advocated the proper employment of every minute, the celebrated Dr. Franklin, was not only a strenuous friend to the universal adoption of that improving Game, but even wrote Essays on the subject. Dr. Franklin's "Morals of Chess" were then read and commented on; after which the opinion of the Society for the Diffusion of Christian Knowledge on the tendency of the Game was noticed. That body, consisting of the most eminent men, divines distinguished for their piety and learning, had taken up the subject warmly, and opened the pages of their Magazine to articles on the subject. From the immense circulation of this work, and the caution that is exercised with regard to the subjects admitted into its columns, it will be at once seen that the Game of Chess, which is thus advocated, is one of no ordinary merit.

The varieties of the Game, as played in the different kingdoms throughout the globe, were then described, and the Lecture concluded by illustrations of the King's Bishop's opening, that of the Queen's Bishop's Pawn, and the Lopez Gambit. On a large Chess-board, made for the occasion, the attack and defence were played over several times, faulty moves adverted to, the best moves shown, so that every person in the room had an opportunity of distinctly informing himself of the results.

It was then announced that the subject for the ensuing Lecture would be the biography, adventures, and anecdotes of eminent Authors and Players, concluding with illustrations of the King's and Queen's Gambit.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 144.)

I.—The Kings. In point of costume and attitude these nearly resemble each other. They are represented as elderly men, with large spade-shaped beards, moustaches, and hair falling in plaits over their shoulders, having low trefoil crowns on their heads, either plain or ornamented with a border, and sitting on chairs of a square form, with high backs, which are richly carved with various scrolls, figures of animals, interlaced arches, and tracery work, in the best style of the twelfth century, as seen on monuments and in manuscripts. Their dress consists of an upper and an under robe, the former of which, or mantle (*clamys*), is thrown in folds over the left arm and left open on the right side as high as the shoulder (where it is fastened by a clasp), for the purpose of leaving the arm free. This was the usual and most ancient form of regal dress, and is everywhere presented in the MSS. and seals of Norway, Sweden, and Denmark, as well as in those of England, Scotland, France, and Germany. Each of the figures holds a sword with both hands across his knees, as if in the act of drawing it, according to the old mode assigned to royal personages. Thus, in the *Grimnismal*, one of the Eddaic poems, King Geirrauar sat with his sword on his knee, the blade half drawn, listening to the words of Odin.* The swords are broad and short, and the scabbard is marked either with a simple longitudinal line, or with lines diagonally placed, resembling those in the illuminations prefixed to the Theotisc Harmony of the Gospels. MS. Cott. Calig. A. VII.† A similar description of weapon, held by a King in the same position above described, may be seen in Reenhielm's Notes on the Saga of Thorsten Viiking'son,‡ copied from an Icelandic MS. of the thirteenth century. He supposes this to be the species of sword called *Sax*, to distinguish it from that termed *Machir* (μάχειρα), which was of greater length.

* Edda Sæmundar, vol. i. p. 68. Cf. Anderson's Diplom. Scot. pl. xxiv.

† This MS. has been absurdly called King Canute's Prayer Book, and Strutt has engraved figures from the illuminations prefixed as specimens of Danish armour of the reign of Canute. But these miniatures have no connexion at all with the MS., and were added to it at a recent period. They were evidently executed in France about the middle of the twelfth century, and, in many respects, correspond very accurately with the costume of the Chess-men I am describing. See Strutt's *Horda*, pl. 26, 27, and Chron. of England, vol. ii. p. 215. Meyrick's Ancient Armour, vol. i. p. lxix. Cf. Willemin's *Monumens Français Inedits*, fol.

‡ 12mo. Ups. 1680, p. 85.

[In the original paper from which we have extracted these Remarks, *Archæologia*, vol. xiv., 1832, Sir Frederick Madden, with the aid of several beautiful engravings, proceeds to give an accurate delineation of the ornaments and minuter differences which distinguish these interesting specimens of ancient Chess-men; our limited space compels us to confine ourselves to his description of the pieces generally.—ED.]

II.—The Queens. These are also represented sitting in chairs, ornamented in a style similar to those of the Kings, and crowned. From the back of the head of each hangs a species of hood, which spreads over the shoulders, and was worn universally by ladies of rank in the middle ages, as is proved by *MSS.* and monuments, particularly of the Franks and Saxons.* The same head attire is shown in the monuments of Sweden and Denmark.† From the shoulders to the feet hangs a long mantle, which shows in front a sub-garment or gown: the sleeves of this, like those of the Saxons and Norman French, are short, with a worked border, and, from the elbow to the wrist is a series of plaits, resembling bands, which probably were wound round the arm. Most of the figures are represented in a contemplative posture: the head rests upon the right arm, which is supported by the left. This is the case with three out of the five instances; but in one the left hand holds a drinking-horn,‡ curiously shaped. From the above pieces we are enabled to speak confidently as to the very early appearance of the Queen in the European Chess-board, and consequently to reject the fictions of those writers who have ascribed it, at a comparatively recent period, to the French, from some fancied similarity of sound between *Fierce* or *Fers*,

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* See Montfaucon, *Monumens de la Monarchie Français*, vol. i. pl. 8; Mailliot, *Recherches sur les Costumes des Anciens Peuples*, tom. iii. 4to. Par. 1809; MS. Cott. Nero, C. iv. f. 13, b.; Strutt's Dresses, vol. i. p. 12, from MS. Cott. Claud. B. iv.; and *Horda*, pl. 28, figure of Canute's Queen, from the Hyde Abbey Book at Stowe.

† See in Peringskiold, *Attalar för Swea och Götha Konunga Hus*, fol. Stockh. 1725, the monument of King Eric and his Queen Richessa, at the beginning of the 13th century; the seal of Ingebirga, wife of Duke Waldemar, and the Countess of Holland, in 1317; and the monument of Birgir Peterson and his Wife, 1328.

‡ Respecting the use of horns as drinking-cups, formerly so universal among the Gothic nations, see Wormius's learned Treatise on the Golden Horn, in the King of Denmark's collection, (*Danica Monumenta*, fol. Hafn. 1643,) where many examples are engraved. See also a representation of them in Saxon times, in MS. Cott. Claud. B. iv. f. 32, b. Strutt's *Horda*, vol. i. fol. 16. These horns are not uncommon in England—witness the horn at York Cathedral (*Archæologia*, i. 168), the Pusey Horn (*ib.* iii. 3, 9, 13), the horn at Queen's College, Oxford, (engraved in Haslewood's edit. of *Barnabæ Itinerarium*,) &c. In the *Archæologia*, vol. xi. App. p. 429, is an engraving of one, probably Danish, found in Ireland. Horns were also sometimes used to keep money in, as appears from a passage in the Edda, where it is said that Ursa, wife of Adil, King of Sweden, gave *a horn filled with gold* to her son, Hrolf Kraka, King of Denmark, to induce him to renew his friendship with her.—*Wormius*, p. 384. To those who may not think it becoming in a Queen to hold a horn of ale in her hand, the latter mode of accounting for its introduction may appear preferable.

the old Norman and French term for the Queen (corrupted from the Arabic *Pherz*, Persian *Pherzín*, a councillor or vizier), and the French *Vierge*. The same fact is proved by the set of Chess-men belonging to Charlemagne, of the eighth or beginning of the ninth century. It is to the Greeks, consequently, we should ascribe the merit or blame of metamorphosing the Minister into the Queen, and by that means introducing so strange an anomaly as the promotion of a foot soldier to be a lady. Freret and Le Grand have attributed this innovation to the "*galanterie chevaleresque*" of the middle ages, which subsequently rendered the Queen the most important piece on the board; but, in truth, this change must have been nearly coeval with the first appearance of the Game in Europe; and the restricted move of the *Fierce*, or Queen, to one square, certainly continued to be observed till the beginning of the sixteenth century.

Further evidence of the Chess Queen having existed in the twelfth century, may be found in a Latin Poem of that age, in the Bodleian Library:—*

"Rex paratus ad pugnandum, primum locum teneat,
Ejus atque dextrum latus *Regina* possideat.
* * * * * *
Nam *Regina* non valebit impedire alteram;
Suo Regi deputata, velut pro custodia,
Circumquaque per transversum binas regat tabulas.
Cum *Pedester* usque summam venerit ad tabulam,
Nomen ejus hinc mutetur, appelletur *Ferzia*;
Ejus interim Reginæ gratiam obtineat."

It will here not fail to be remarked, that the terms, both of *Ferzia* and *Regina*, are used synonymously, which is also the case in the *Moralitas de Scaccario*, improperly ascribed to Pope Innocent III.,† and in a Latin poem, of uncertain age, but probably of the 13th century.‡ In another

* MS. Bodl. 799, f. 110, b. It is printed by Hyde, but very incorrectly, p. 179.

† "*Regina* que dicitur *Ferce*, vadit oblique, et capit indirecte, quia cum avarissimum sit genus mulierum, nichil capit (nisi merè detur ex gratia) nisi rapina et injusticia."—*MS. Harl.* 2253, f. 135, b. (written temp. Edw. II.); *MS. Bodl.* 52, f. 59, b.; *MS. Reg.* 12 E. xxi. f. 99, b. This tract was printed by Dr. Prideaux, in his *Hypomneumata Logica*, 8vo., and translated by Twiss, vol. ii. p. 4, 6, f., with MS. Sloan, 4029, f. 36, b.; and see Hyde, p. 179.

‡ MSS. Coll. Arm. E. D. N. No. 11, ad calc. MS. Bodl. 487, f. 62. It is printed in Hyde, p. 181, from an inaccurate transcript of a copy at Daventer, in Holland. Compare also a similar poem in MS. Reg. 12 E. xxi. f. 99, and the New Monthly Magazine, vol. v. p. 127, 1822. In the Hebrew treatise of Aben-Ezra, published by Hyde, this piece is also considered as a female; but in the earlier composition of Aben-Ezra, who died about A. D. 1174, the term of Pherz only is used. Hyde made a mistake in translating some lines relative to the move of this piece, which may here be corrected. Aben-Ezra says of the Elephant:—

גמן פרן חליכתו אכלישׁ
להזיהרן למוח שחוא משלש

poem, of considerable antiquity, supposed to have been written by Pamphilius Maurilianus, but which has been falsely attributed to Ovid, the Queen is called *Virgo;* and Mr. Douce has pointed out to us the title of *Regina*, applied to this piece in the *Gesta Romanorum*, compiled at the beginning of the 13th century.* The names both of *Reyne* and *Fierce* occur in a very curious metrical Anglo-Norman treatise on the Game, composed by an English author in the time of Edward I.,† and also in some English illustrations of Chess positions about the reign of Edward IV.‡ To all this evidence may be added that of the popular work of Jacobus de Cessolis, a Dominican Friar of Cessoles, near the frontiers of Picardy,§ who wrote about the year 1290, which was translated into nearly all the languages of Europe. In it the Queen is thus described, to use the words of Caxton's version, 2nd ed. [1474]:—"Thus ought the quene be maad. She ought to be a fayr lady, sittyng in a chayer, and crowned with a corone on her heed, and cladde with a cloth of gold, and above furred with ermynes."‖ It evidently, therefore, results, from the above passages, that although the term *Fierge, Fierce, Ferz*, or *Fers*, seems to have been more usually employed than that of Queen, from the 12th to the 15th century, both in France and England;¶ yet that the title of Queen was never wholly laid aside, and was finally resumed in England in the reign of Henry VIII.**

(*To be continued in our next Number.*)

Sicut τοῦ Pherz est incessus ejus, nisi quod sit
Huic præcellentia, eo quod ille sit *tantum* trifarius.

Hyde was not aware that the superiority lay on the side of the Elephant or Bishop, which could move over three squares diagonally, including the one on which it stood; whereas the Queen or Pherz could only move one square at a time; we should, therefore, omit the word *tantum*, and translate as follows:—"Its move is like that of the Pherz (diagonal), except that it has over this (the Pherz) a superiority, by its having the power to pass over three squares at a move."

* Dissert. in Archæologia, vol. xi. p. 400; Twiss, vol. ii. p. 225.

† MS. Cott. Cleop. B. ix. A later copy of this work, considerably augmented, occurs in MS. Reg. 12 E. xxi. Both are illustrated with diagrams. From the former of these MSS., Strutt engraved (incorrectly) the forms of the men, and a *round* Chessboard (*Sports*, p. 276, 2nd ed.); but he was unable to understand the text. A more ample account of the MS. is given by Mr. Allen, in the New Monthly Magazine, vol. iv. pp. 499—501; but his translation is very faulty. It is my intention, at no very distant period, to publish both these treatises, with a variety of other documents relating to Chess, collected from the MS. libraries in England and on the Continent.

‡ I am indebted for the use of this MS. to John Baker, Esq. It belongs to his uncle, the talented historian of Northamptonshire.

§ See Marchand's Dict. Historique, i. 179. Dibdin's Ames, i. 52, n.

‖ "Super solium collocata est domina quædam pulchra cum corona in capite, vestimento deaurato, et clamyde circumamieta varietate."—MS. Reg. 12 B. xxiii. 12 E. xxii. MS. Harl. 3238.

¶ See Roman d'Alexandre, MS. Bodl. 264, f. 129; Roman de la Rose, v. 6688, 6701, 6735; Chaucer's Book of the Duchess, v. 654; Lydgate ap. Hyde, proleg. (*b*).

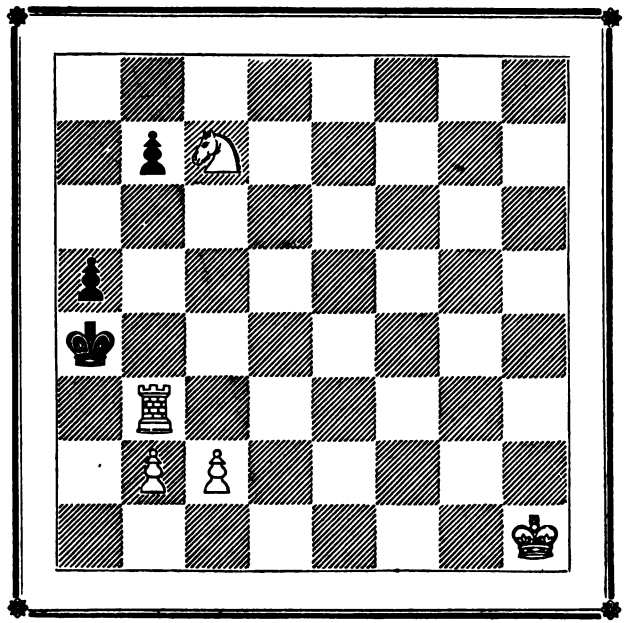
** Horman's Vulgaria, 4to. Lond. 1519.

PROBLEM, No. 18.

By the Honorary Secretary of the London Chess Club.

White to move, and effect checkmate with the Pawn in five moves.

Black.



White.

GAME XLV.

Fine Game in the Match between Mr. M'Donnell and Captain Evans
Mr. M'Donnell giving the Queen's Knight.

White. (Mr. M'D.)	*Black.* (Capt. E.)
1. K. P. two sqr.	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. Kt. fourth (*a*)	3. Q. to K. B. third
4. Q. P. two	4. K. B. takes P.
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. Q. to K. Kt. third (*b*)	6. K. R. P. one
7. Castles	7. Q. P. one sqr.
8. Kt. takes B.	8. Kt. takes Kt.
9. K. B. P. two	9. Q. B. to K. third

White. (Mr. M'D.)	*Black.* (Capt. E.)
10. K. B. to Q. third	10. Castles on Q.'s side
11. P. takes P.	11. Q. takes P.
12. Q. B. to K. B. fourth	12. Q. to Q. B. fourth
13. Q. B. to K. third	13. Q. to K. fourth
14. Q. to K. B. second	14. Kt. to Q. B. third
15. Q. Kt. P. two	15. K. Kt. to K. B. third
16. K. R. P. one	16. K. Kt. takes K. P.
17. B. takes Kt.	17. Q. takes B.
18. Q. Kt. P. one	18. Kt. to K. fourth
19. B. takes Q. R. P.	19. Q. B. to Q. fourth (*c*)
20. B. to Q. fourth	20. Kt. to K. Kt. third
21. Q. R. to K. sqr.	21. Q. to K. R. fifth
22. Q. to her second	22. K. R. to K. sqr.
23. Q. B. to K. third	23. Q. to K. fifth
24. B. to K. Kt. fifth	24. Q. takes K. Kt. P. (check)
25. Q. takes Q.	25. B. takes Q.
26. B. takes R.	26. R. takes R.
27. R. takes R.	27. B. takes K. R. P.
28. R. to K. eighth (*d*)	28. B. to Q. second
29. R. to K. Kt. eighth	29. B. takes Q. Kt. P.
30. B. to K. B. sixth (discov. ch.)	30. K. to Q. second
31. R. takes P.	31. K. to his third
32. B. to Q. Kt. second	32. K. R. P. one
33. R. to K. R. seventh (*e*)	33. B. to K. seventh
34. K. to B. second	34. B. to K. Kt. fifth
35. K. to Kt. third	35. Q. Kt. P. two
36. R. to K. Kt. seventh	36 Kt. to K. second (*f*)
37. K. to B. fourth	37. Kt. to Q. fourth (check)
38. K. to Kt. fifth	38. Kt. to Q. Kt. fifth
39. R. to adv. K. Kt. sqr.	39. Kt. takes Q. B. P.
40. R. to adv. K. sqr. (check)	40. K. to Q. fourth
41. R. to K. seventh	41. K. B. P. checks
42. B. takes P.	42. Q. B. P. two
43. R. to Q. Kt. seventh	43. Q. Kt. P. one
44. R. to. Q. Kt. sixth	44. Kt. to K. sixth
45. K. to B. fourth	45. Kt. to Q. B. fifth
46. R. to Q. R. sixth	46. B. to K. seventh
47. B. to K. seventh.	47. K. to his third
48. B. to K. B. eighth	48. K. R. P. one
49. R. to Q. R. seventh	49. B. to K. B. eighth
50. K. to his fourth	50. B. to K. Kt. seventh (check)
51. K. to Q. third	51. Kt. to K. fourth (check)
52. K. to his second	52. K. R. P. one sqr.
53. K. to B. second	53. Kt. to Q. second
54. B. to K. R. sixth	54. Q. B. P. one
55. B. to Q. second	55. Q. B. P. one

White. (Mr. M'D.)	*Black.* (Capt. E.)
56. B. to K. third	56. Kt. to Q. B. fourth
57. R. to Q. B. seventh	57. K. to Q. fourth
58. R. to Q. B. eighth	58. K. to Q. B. fifth
59. K. to Kt. sqr.	59. Q. B. P. one
60. K. to R. second	60. K. to Q. sixth
61. B. to K. B. fourth	61. K. to his seventh
62. R. to Q. eighth	62. Kt. to Q. sixth
63. B. to K. Kt. fifth	63. Q. P. one
64. R. to Q. Kt. eighth	64. K. to Q. eighth
65. Q. R. P. two	65. P. takes P. *en passant*
66. R. to Q. Kt. third	66. Q. B. P. becomes a Queen
67. R. takes Kt. (check)	67. K. to his seventh
68. B. takes Q.	68. K. takes R.
69. B. takes P.	69. Q. P. one sqr., and wins the game.

Notes to Game XLV.

(*a*) This is an enterprising departure from the customary methods of opening a game when the odds of Q.'s Kt. are given; and, without great care on the part of his opponent, gives the first player a powerfully offensive position.

(*b*) Apprehending the advance of Q.'s P. two squares.

(*c*) Q.'s P. one square would have been, we believe, a more effective move.

(*d*) Mr. M'Donnell contrived, very cleverly, to recover a piece in this skirmish, although at a terrible sacrifice of Pawns.

(*e*) Far from judicious, since so many moves are required to bring the Rook into active operation again.

(*f*) Well played; because still limiting the scope of action for White's best piece.

This Game is admirably contested throughout; but especial commendation is due to Captain Evans, for the skill and judgment he displayed in bringing it to a successful issue after the loss of his Rook.

GAME XLVI.

Played at Ries's Grand Divan, between the Hon. Secretary of the London Chess Club and Mr. —, the former giving the odds of "Pawn and move."—*The K. B.'s P. of White must be removed from the board.*

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one (*a*)	3. Q. B. to K. B. fourth
4. B. to Q. third	4. B. takes B.

Black. (Mr. —.)	*White.* (Hon. Sec.)
5. Q takes B.	5. K. P. one
6. Q. B. P. one	6. K. Kt. P. one
7. K. Kt. to R. third	7. K. B. to R. third
8. K. B. P. two	8. Q. to K. R. fifth (check)
9. Kt. to K. B. second	9. K. Kt. to K. second
10. K. Kt. P. one	10. Q. to R. fourth
11. K. R. P. two	11. Q. to B. fourth
12. K. Kt. P. one	12. Q. to B. second
13. K. Kt. to R. third	13. Castles on Q.'s side
14. B. to K. third	14. Q. Kt. to R. fourth
15. Kt. to Q. second	15. Q. Kt. to Q. B. fifth
16. Kt. takes Kt.	16. P. takes Kt.
17. Q. takes P.	17. Kt. to Q. fourth
18. B. to Q. second	18. K. R. to K. B.
19. Castles on Q.'s side	19. Q. to K. second (*b*)
20. K. Kt. P. one	20. B. to Kt. second
21. K. R. to K. B.	21. K. to Q. Kt. sqr.
22. K. R. to B. third	22. Q. to Q. second
23. Kt. to K. B. second	23. Kt. to Q. Kt. third
24. Q. to Q. Kt. third	24. Q. to Q. B. third
25. K. R. to Q. third	25. Q. to K. Kt. seventh
26. Kt. to K. R. third	26. Kt. to Q. fourth
27. Q. B. P. one	27. Kt. to K. second
28. R. to K. Kt. third	28. Q. to Q. B. third
29. B. to Q. Kt. fourth	29. R. to K. B. second
30. B. takes Kt.	30. R. takes B.
31. K. to Q. Kt. sqr. (*c*)	31. K. R. to Q. second
32. K. R. to Q. third (*d*)	32. Q. to K. fifth
33. K. to B.	33. R. takes Q. P.
34. R. takes R.	34. R. takes R.
35. R. takes R.	35. Q. takes R.
36. K. to B. second	36. K. to B.
37. Q. to Q. third	37. Q. to Q. B. fourth
38. Q. Kt. P. one (*e*)	38. B. to K. B. sqr.
39. K. R. P. one	39. Q. to Q. B. third
40. P. takes P.	40. P. takes P.
41. K. to B. third	41. Q. to K. Kt. seventh
42. K. to Q. fourth	42. B. to Q. R. sixth
43. Q. to K. third	43. Q. takes Q. R. P.
44. Kt. to K. B. second	44. Q. Kt. P. one
45. Kt. to K. fourth	45. Q. B. P. two (check)
46. K. to Q. third	46. Q. takes P. (check)
47. K. to K. second	47. Q. takes P. (check)
48. K. to K. B. second (*f*)	48. Q. to Q. fifth
49. Kt. to Q. sixth (check)	49. K. to Kt. sqr.
50. K. B. P. one	50. K. P. takes P.

Black. (Mr. —.)	*White.* (Hon. Sec.)
51. Q. takes Q.	51. P. takes Q.
52. Kt. takes K. B. P.	52. B. to Q. B. eighth (*g*)
53. K. P. one	53. K. to Q. B.
54. Kt. takes Q. P.	54. B. takes K. Kt. P.
55. Kt. to Q. Kt. fifth	55. Q. R. P. two, and wins the game.

Notes to Game XLVI.

(*a*) It is not prudent at this point of the opening for the first player to check with his Queen, and capture the adverse Q.'s P., because, after the exchange of Queens, his opponent can take the Q.'s P. with his Knight, and obtain a good position.

(*b*) He could not safely take the K. B.'s P.

(*c*) Up to this period, the attack is conducted by the first player with great boldness and circumspection. It was here desirable, we think, instead of moving his King, to have brought the Knight into play for the protection of his centre Pawns.

(*d*) Badly played.

(*e*) Instead of this move, he should have played King to Q. B.'s third, and he would then have had by far the better game.

(*f*) By playing K. to B. third sqr., and, if the Queen checked, interposing his Kt., Black might still perhaps have drawn the game.

(*g*) Had he taken the Kt. with K. Kt.'s P., Black would have "Queened" one of his Pawns.

GAME XLVII.

Between the Honorary Secretary and another Member of the London Chess Club.

White. (Hon. Sec.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B.	4. K. Kt. P. two
5. Q. Kt. to B. third	5. B. to K. Kt. second
6. K. Kt. P. one	6. P. takes P.
7. K. to Kt. second	7. K. B. takes Q. Kt.
8. K. Kt. to B. third	8. Q. to Kt. fifth
9. B. takes K. B. P. (check)	9. K. to B. sqr. (*a*)
10. K. R. P. one	10. Q. takes K. P.
11. Q. P. takes B.	11. K. takes B.
12. K. R. to K. sqr.	12. Q. to Q. B. third
13. Q. to Q. fourth	13. K. Kt. to B. third

White. (Hon. Sec.)	*Black.* (Mr. —.)
B. takes K. Kt. P.	14. R. to K.
takes R.	15. Kt. takes R.
to K. B. fourth (check)	16. Kt. to B. third
.. takes P.	17. Q. to Q.'s third
Kt. to. K. fifth (check)	18. K. to Kt. second
B. to R. sixth (check)	19. K. to Kt. (*b*)
Q. to Kt. fifth (check)	20. K. to R.
Q. checkmates.	

Notes to Game XLVII.

(*a*) If the King had taken the Bishop, it is evident that Black must have lost his Queen.

(*b*) He should have retired his King to R.'s sqr., having a winning game; for, suppose the first player had checked with his Knight at K. B.'s seventh, and then taken the Queen; Black, by checking with the Kt. at K. R.'s fourth, would have won the adverse Queen, and have remained with a piece more than his antagonist.

GAME XLVIII.

Played at Goode's Chess Salon, between Mr. St—n and a Member of the London Chess Club. The former giving his Queen's Rook.

Black. (Mr. St—n.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. to K. second
4. Q. Kt. to B. third	4. Q. B. P. one
5. K. B. P. two	5. Q. Kt. P. two (*a*)
6. K. B. to Q. Kt. third	6. Q. R. P. two
7. Q. R. P. two	7. Q. Kt. P. one
8. Q. Kt. to Q. sqr.	8. K. B. takes K. Kt.
9. R. takes B.	9. K. Kt. to B. third
10. Q. P. one	10. Q. P. two
11. K. B. P. one	11. P. takes P.
12. P. takes P.	12. Q. B. to R. third
13. Q. to K. B. third	13. Q. Kt. to Q. second
14. Q. B. to K. Kt. fifth	14. Q. Kt. to Q. B. fourth
15. K. B. to Q. R. second	15. Castles on K.'s side (*b*)
16. Kt. to K. B. second	16. Q. R. to Q.
17. K. Kt. P. two	17. Q. to Q. third
18. Q. to K. third	18. Kt. takes Q. R. P. (*c*)
19. Q. B. takes K. Kt.	19. Q. takes Q. B.
20. K. Kt. P. one	20. Q. to Q. third
[illegible] P. one	21. Kt. takes Q. Kt. P. (*d*)

Black. (Mr. St—n.)	*White.* (Mr. —.)
22. Q. to K. Kt. fifth	22. Q. to K. B third
23. Q. to K. R. fifth (*e*)	23. K. R. P. one
24. K. Kt. P. takes K. B. P. (check) (*f*)	24. K. to R. second
25. R. to Kt. sixth	25. Q. to K. second

AND THE FIRST PLAYER CHECKMATES IN THREE MOVES.

Notes to Game XLVIII.

(*a*) "Q.'s P. two" would have been better.

(*b*) He would have lost at least a piece by taking the K.'s P. with Queen's Kt.; because the first player, after capturing K.'s Kt. with Bishop, upon White's taking the Bishop with his Kt., could then have taken Q. B.'s P., checking, and winning a Rook.

(*c*) With so much advantage in force, he should have proffered to exchange Queens at Q.'s fifth sqr.

(*d*) Badly played.—By moving K. to R.'s sqr. he might probably have saved the game.

(*e*) The best mode of winning.—A similar position occurred in a subsequent game, and Black, instead of this move, ventured to take K. B. P. with Bishop (check); White moved his King to R.'s sqr.; Black Queen took Q.; and upon White taking Queen with Pawn, the Kt.'s Pawn gave mate.

(*f*) Had the first player attacked the adverse Queen with his Kt. he would have lost the game.

GAME XLIX.

Between the same Competitors; the first Player giving his Queen's Rook.

White. (Mr. St—n.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Q. P. two (*a*)	5. P. takes Kt. (*b*)
6. Q. takes P.	6. K. B. to K. R. third (*c*)
7. Castles	7. Q. P. two
8. B. takes Q. P.	8. Q. B. P. one
9. B. takes K. B. P. (check)	9. K. takes B.
10. Q. B. takes P.	10. K. B. takes B.
11. Q. takes B. (check)	11. K. Kt. to B. third
12. K. P. one	12. Q. Kt. to Q. second
13. Q. Kt. to Q. B. third	13. K. R. to K.
14. Q. Kt. to K. fourth	14. K. to Kt.

White. (Mr. St—n.)	*Black.* (Mr. —.)
15. P. takes Kt.	15. K. to R.
16. K. B. P. one (*d*)	16. R. to K. B.
17. Q. to K. R. sixth	17. Q. to K. second
18. Kt. to K. Kt. fifth	18. Kt. to K. B. third
19. K. R. P. one (*e*)	19. Q. B. to Q. second
20. R. takes Kt.	20. Q. to K. eighth (check)
21. K. to R. second	

AND BLACK RESIGNS.

Notes to Game XLIX.

(*a*) This ingenious deviation from the ordinary method of playing the Muzio Gambit is alluded to by Mr. Lewis, in his letter to us, published in No. 5 of "The Chess Player's Chronicle." "The idea of this move occurred to me as far back as 1817; and I then mentioned it to Sarratt, and afterwards examined it with Mr. Brand, who concurred with me in opinion that the best defence against it was playing Q.'s P. two squares also."

In a small Treatise, printed at Madras, in 1829, entitled "Analysis of the Muzio Gambit," &c., this move is likewise adverted to; and it has subsequently undergone a profounder scrutiny by M—, the well known German writer on Chess, who has given no less than two hundred variations, all springing from this particular source. Without assenting to the opinion of many of its advocates, who declare the second player to have lost the game after the advance of his K. Kt.'s P. one square at the fourth move, if his antagonist play this attack, we must confess it appears to us the strongest way of playing the "Muzio Gambit" which we have yet examined.

(*b*) See Mr. Lewis's observation in the preceding note.

(*c*) If, at this point, the Queen is played to K. B.'s third, the attacking player advances K.'s P. one square.

(*d*) This is better than moving the Kt. either to K. Kt.'s fifth, or to Queen's sixth.

(*e*) Preferable to taking the Kt. immediately.

GAME L.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 9th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. one
2. K. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. P. one

Black. (Mr. M'D.)	*White.* (M. De la B.)
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. Q. Kt. to Q. B. second	7. K. Kt. to B. second
8. Q. P. two	8. Q. to Q. Kt. third
9. Q. Kt. to K. third	9. Q. B. P. takes P.
10. Q. B. P. takes P.	10. B. checks
11. K. to B. second	11. K. B. P. takes P.
12. K. B. P. takes P.	12. Castles
13. K. to Kt. third	13. Q. to Q. B. second
14. K. R. P. two	14. K. Kt. takes K. P. (*a*)
15. P. takes Kt.	15. Q. Kt. takes P.
16. K. to R. third	16. Kt. takes Kt.
17. P. takes Kt.	17. Q. P. one
18. Kt. to K. Kt. fourth	18. K. R. P. two
19. Kt. to K. B. second	19. Q. to K. fourth
20. K. B. to Q. third	20. K. B. to Q. third
21. Kt. to K. fourth	21. K. B. to Q. B. second
22. K. to Kt. second	22. Q. B. to Q. second
23. K. B. P. one	23. Q. to K. B. fourth
24. Kt. to K. Kt. fifth	24. Q. B. to B. third (check)
25. K. to Kt.	25. Q. to K. Kt. fifth (check)
26. Q. takes Q.	26. P. takes Q.
27. K. R. to R. second	27. Q. B. to Q. fourth
28. K. R. P. one (*b*)	28. K. R. takes K. B. P.
29. Q. B. takes R.	29. K. B. takes B.
30. Kt. to K. fourth	30. K. B. to K. sixth (check) (*c*)
31. K. to Kt. second	31. Q. R. to K. B.
32. Q. R. to K. B.	32. R. to K. B. fourth
33. K. R. to R. (*d*)	33. R. to K. fourth
34. K. to Kt. third	34. B. takes Kt.
35. B. takes B.	35. R. takes B.
36. K. R. to R. fourth	36. K. P. one
37. K. R. takes P.	37. B. to K. B. fifth (check)
38. K. to B. third	38. R. to K. sixth (check)
39. K. to B. second	39. Q. P. one
40. Q. R. to K. Kt.	40. R. to K. seventh (check)
41. K. to B. third	41. K. B. to K. R. third
42. R. to K. fourth	42. R. takes Q. Kt. P.
43. K. R. takes K. P.	43. R. takes Q. R. P.
44. K. to Kt. fourth	44. Q. P. one
45. R. to Q. fifth	45. R. to Q. B. seventh
46. R. to K. Kt. third	46. Q. Kt. P. two
47. Q. R. to Q. third	47. R. to Q. B. eighth
48. K. to K. B. fifth	48. K. to R. second
49. R. takes Q. P.	49. B. takes R.
50. R. takes B.	50. Q. R. P. two

AND MR. M'DONNELL RESIGNED.

Notes to Game L.

(*a*) Skilfully played; obtaining, by this sacrifice, an almost irresistible attack.

(*b*) "K. R. to K. B. second" would perhaps have been better.

(*c*) Few players would have foregone the immediate advantage obtainable in the exchange of Bishop for Rook.

(*d*) Had Mr. M'Donnell, at this crisis, played K.'s Rook to R.'s fourth, we conceive he must have won the game.

Parts of this game are very finely played by M. de la Bourdonnais; but he appears to us to have risked so much, that ordinary care, on the part of his opponent, must have secured a different result.

PROBLEMS FOR YOUNG PLAYERS.

No. 9.

White.	*Black.*
K. at Q.'s fifth	K. at Q. R.'s fifth
P. at Q. Kt.'s second	P. at Q. Kt.'s third
P. at Q. R.'s second	P. at Q. R.'s fourth

White to play, and give checkmate in four moves.

No. 10.

Ingenious Variation of a Problem by the Rev. H. BOLTON, which appeared in "THE CHESS PLAYER'S CHRONICLE," by R. A. B., of Leeds.

White.	*Black.*
K. at Q. R.'s square	K. at K. Kt.'s second
Q. at Q.'s fifth	R. at Q. Kt.'s square
Kt. at K. Kt.'s third	R. at Q. Kt.'s fourth
Kt. at K.'s fifth	Kt. at K.'s second
P. at K. Kt.'s second	P. at K. R.'s second

White, having to play, mates in *six* moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 7.

Black.	*White.*
1. R. to Q. R's eighth (check)	1. K. to R.'s second
2. R. to K. R.'s eighth (check)	2. K. takes R.
3. R. to Q. R.'s eighth (check)	3. K. to R.'s second
4. R. to K. R.'s eighth (check)	4. K. takes R.

And Black's King, having no move, is stalemated.

No. 8.

White.	*Black.*
1. Q. to K. Kt.'s fifth (check)	1. K. to R.'s square, or (A)
2. Q. to Kt.'s seventh (check)	2. Q. takes Q.
3. P. takes Q. (check)	3. K. to R. second
4. K. to K. B. fifth	4. P. one, becoming a Q.
5. Kt. from Q.'s fifth checks	5. K. to R.'s third
6. P. one, becomes a Kt., and checkmates.	

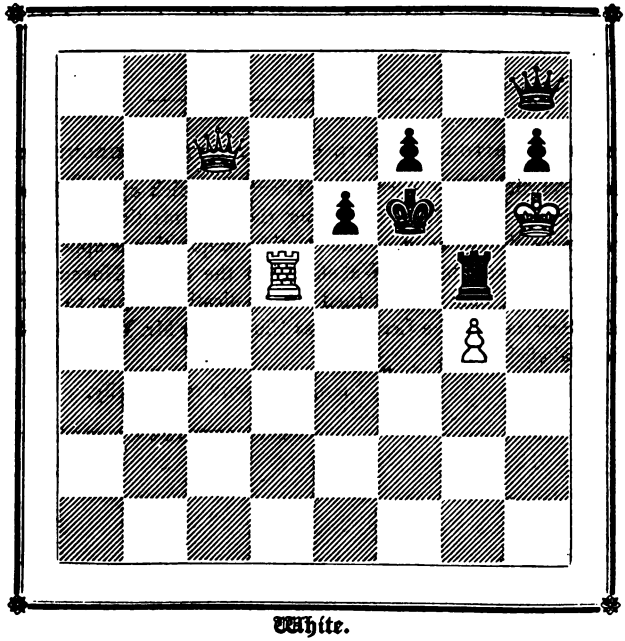
(A)

White.	*Black.*
1.	1. K. to R.'s second
2. Kt. from Q.'s fifth (check)	2. K. to R.'s square
3. Q. to Kt. seventh (check)	3. Q. takes Q.
4. P. takes Q. (mate).	

PROBLEM, No. 19.

The following Variation on a Stratagem by the Rev. H. BOLTON, which appeared in the first Number of our New Series, is the invention of a distinguished London Player.

Black.



White.

White, playing first, mates in seven moves.

NOTICES TO CORRESPONDENTS.

CHESS.

"L. M., KENSINGTON."—The Problem, No. 14, is much more difficult of solution than "L. M." imagines. Suppose, as he suggests, that White first takes R.'s P. with P., Black then takes the K.'s P. with his B., and, upon White advancing his P. to K. R.'s eighth square and making a Q., plays Kt. to Q.'s fifth. If White then moves any of his Pawns, Black checks with the Kt. at Q. B.'s seventh; and, when White takes Kt. with B., plays B. to Q.'s fifth, checking and drawing the game, for White is mated if he does not capture the B. with Q.; and, if he does so take her, Black's K. is in the situation of "stalemate."

"R. A. B."—The inventor of the clever Problem on the wrapper is the Rev. H. Bolton.

"C. B. N., NORWICH."—A private communication has been forwarded.

"C. F. CARLOW."—The letter and contents inquired for, never reached the publisher's.

"R. P. L.'s" valedictory epistle received with thanks.

"D. N., CANTERBURY."—The error in our 38th Game was mentioned in the last Number. At the 14th move of White, instead of "Q. to K. second," read "Q. to Q. second."

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—Permit me to correct a statement which appeared lately in your agreeable Miscellany, respecting the next meeting of the CHESS PLAYERS OF YORKSHIRE. The meeting in question is appointed to be held, not at Leeds, but at Wakefield, on the 8th of November, 1841. Full particulars may be obtained on application either to Mr. John Rhodes, Secretary of the Leeds Chess Club, or to Mr. William Robinson, of the Wakefield Club.

I am, Sir, yours respectfully,

A YORKSHIRE CHESS PLAYER.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 160.)

III.—The Bishops. Five of these are represented sitting in ornamented chairs, like the King and Queen; but the remaining eight are in a standing posture. Their dress is of two descriptions. All of the sitting figures, and four of the standing ones, wear the chasuble, dalmatic, stole, and tunic, of the form anciently prescribed, and corresponding with representations of much greater antiquity. The remainder have a cope instead of a chasuble, but omit the stole and dalmatic. On the back both of the chasuble and stole are various crosses or ornaments. The mitres are very low, and in some instances quite plain; but have the double band or infulæ attached behind. The hair is cut short round the head. They hold a crozier with one or with both hands; and, in the former instances, the other hand holds a book, or is raised in the attitude of benediction.

Here again, as in the preceding instance of the Queen, we learn with certainty the introduction of the Bishop into the game of Chess at so early a period as the middle of the twelfth century. The original name of this piece among the Persians and Arabs was *Pil*, or *Thil*, an Elephant, under the form of which it was represented by the Orientals; and Dr. Hyde and Mr. Douce have satisfactorily proved that hence, with the addition of the article *al*, have been derived the various names of *alfil, arfil, alferez, alphilus, alfino, alfiere, aufin, alfyn, awfyn, alphyn*, as used by the early Spanish, Italian, French, and English writers.* Aben-Ezra, in the twelfth century, retains the original term of *Phil*, but in the *Roman d'Alexandre*, composed before the year 1200, we find it in the form of *Aufin*, and from the French Romances it was borrowed by the English. With regard to the period when the Bishop first took the place of the Elephant, authors are silent, nor has any evidence occurred to determine. But that such a change is of great antiquity, not only is apparent from the figures before us, but from the Latin poem before quoted of the twelfth century, in which the piece is termed *Calvus*, an evident allusion to the monkish character.

"Juxta illam (Reginam) *Calvum* pone, quasi pro custodia."

* Hyde, p. 95; Douce, in Archæologia, xi. pp. 400—404; Allen, in New Monthly Mag. p. 128, vol. v. 1822.

termed *Biskup* (Bishop), and this may assist us hereafter in determining the locality of the figures we are describing.*

IV.—The Knights. These are whole-length figures, mounted on horseback, and are perhaps the most interesting of the whole. They are habited in long coats or gambesons, which hang in folds as low as the feet, and the sleeves terminate with a cuff or border at the wrist; the leg has apparently a covering of some sort down to the ancle, where it is met by a species of half-boot, without spur. Their helmets, with a few exceptions, are of a conical shape, and mostly with nasals, and round flaps to protect the ears and neck; a long kite-formed shield, suspended from the neck, hangs on the left side of each, ornamented with various devices, approaching, in some instances, very closely to heraldic distinctions. Beneath the shield appears the sword, which is fastened round the waist by a belt, and in the right hand each Knight carries a massive spear. All the figures have large beards and moustaches, and the hair is cut round a little below the ears. The horses are caparisoned in high saddles, plain or ornamented; saddle-cloths, curiously bordered; stirrups, and bridles: the mane is cut short, and the hair suffered to grow down on the forehead.

(*To be continued in our next Number.*)

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* This history of this piece is rendered still more singular from its having undergone two other transformations, a brief account of which is here annexed.

I.—In the set of Chess-men which belonged to Charlemagne, the form is said to be that of an Archer ready to shoot. This term of Archer is adopted by Rabelais, in 1550. We meet with it also in the Duke of Lunenburg's work, folio, Lips. 1617, c. 8, where an engraving is given respecting a Schütze, or Archer. It has occurred above in Rowbotham; and in Beale's translation of Biochimo, published in 1656, he writes, p. 2, "Next to the King's other side place a *Bishop* or *Archer*, who is commonly figured with his head cloven." Vida in his poem (composed in 1540,) combines the Archer with the Centaur, and terms these pieces "Sagittifer Centauri."

The French at an early period corrupted the oriental term *Phil* or *Fil* into *Fol*, and hence represented this piece under the form of a Jester or Court Fool, which designation is still retained in France, in preference to that of prêtre. The term occurs in the *Roman d'Alexandre*, and in the *Roman de la Rose*, (in both of which it is also termed *aufin*,) *Archæologia*, xi. p. 401; and is alluded to in the Anglo-Norman poem quoted above. So also in the Latin poem of the thirteenth century, printed inaccurately by Hyde:—

> "Rex et Regina, *Stolidorum* corpora bina.—
> *Stultus Saltator* trivius [*al.* trinus] quasi fur speculator
> Si rubus in primo, nunquam candebit in imo."

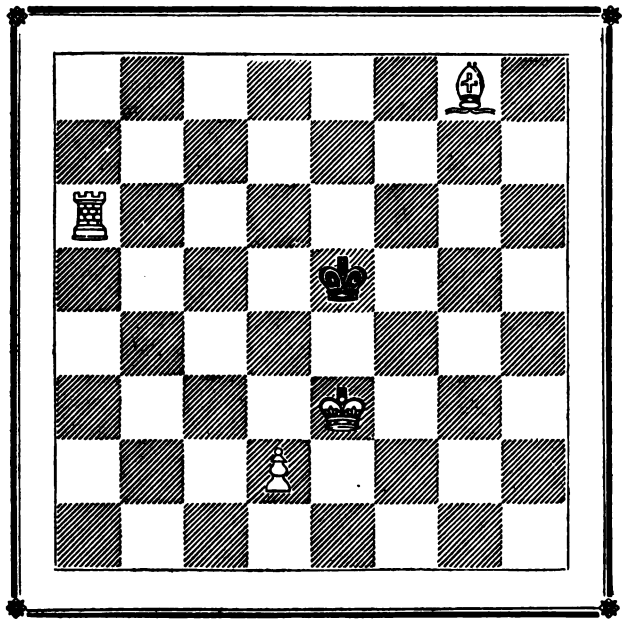
In the early copy, in the Coll. of Arms, a gloss is added above, *li Aufins*; and it is rather singular to trace, in this one line, the *Fou* of the French, the *Läuffer* of the Germans, and the *Aufin* of the French, Italians, and English.

PROBLEM, No. 20.

By the Honorary Secretary of the London Chess Club.

White, playing first, mates with the Pawn in five moves.

Black.



White.

GAME LI.

Concluding Game in the Match between Mr. M'Donnell and Captain Evans; Mr. M'Donnell giving the King's Knight.

White. (Mr. M'D.)	*Black.* (Capt. E.)
1. K. P. two	1. K. P. two
2. K. B. to K. second	2. K. Kt. to B. third
3. Q. P. one	3. K. B. to Q. B. fourth
4. Castles	4. Castles
5. K. to R. sqr.	5. Q. P. one
6. K. B. P. two	6. Q. Kt. to B. third
7. Q. B. P. one	7. Q. to K. second
8. K. B. P. one	8. Q. B. to Q. second
9. K. Kt. P. two	9. K. to R. sqr.

White. (Mr. M'D.)	*Black.* (Capt. E.)
10. K. Kt. P. one	10. K. Kt. to its sqr.
11. K. R. P. two	11. K. B. P. one
12. Q. to K. sqr.	12. Q. Kt. to Q. sqr.
13. Q. to K. Kt. third	13. Q. Kt. to Q. B. third
14. Q. Kt. P. two	14. Kt. takes Q. Kt. P. (*a*)
15. Q. R. P. one (*b*)	15. Q. Kt. to B. third
16. Q. R. to its second	16. Q. to K. B. second
17. Q. R. to Q. Kt. second	17. Q. to K. second
18. K. B. to Q. sqr. (*c*)	18. Q. R. P. one
19. Q. R. to K. Kt. second	19. Q. Kt. P. two
20. Q. Kt. to Q. second	20. Q. R. to Q. sqr.
21. Kt. to K. B. third	21. Q. B. to its sqr.
22. K. Kt. P. one	22. K. R. P. one
23. Kt. to K. R. second (*d*)	23. Q. Kt. to Q. R. fourth
24. Kt. to K. Kt. fourth	24. Q. R. to Q. second
25. Q. P. one	25. P. takes P.
26. K. R. to K. Kt. sqr.	26. P. takes P.
27. Kt. takes K. R. P.	27. P. takes Kt.
28. P. checks	28. Q. takes P.
29. Q. takes P. at Q. B. third	29. Q. to K. second
30. K. R. to K. sqr.	30. Q. B. to Kt. second
31. Q. takes Kt.	31. R. to K. B. second
32. R. to K. Kt. fourth	32. R. to K. Kt. second
33. R. to K. B. fourth	33. Q. P. one
34. B. to K. B. third	34. P. takes P.
35. K. B. takes P.	35. Q. Kt. P. one
36. Q. to Q. R. fourth	36. R. to Q. sixth
37. K. to R. second	37. B. takes B.
38. R. takes B.	38. Q. takes R.
39. R. takes Q.	39. B. to K. Kt. eighth (check)
40. K. to R. sqr.	40. Q. R. checkmates (*f*).

Notes to Game LI.

(*a*) Well played.

(*b*) Had the first player taken the Knight, his adversary, by playing K.'s B. to Q.'s fifth, would have gained a piece in return for the lost Knight.

(*c*) To have taken the Q. Kt.'s P. with the Rook would have been ill play, because Black would have imprisoned it immediately by retiring his B. to Q. Kt.'s third.

(*d*) Instead of this move, we believe White should have played K. B. to Q. Kt.'s third, with the view either to take the K. Kt. or to post the Bishop on his seventh square.

(*e*) A good move; depriving the Rook of the Queen's protection, and thus preventing the meditated capture of the Bishop.

(*f*) The terminating moves are ingeniously played by Captain Evans.

GAME LII.

Played by two of the best Players in the Chess Club at Bristol.

White. (Mr. W.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. K. R. P. one	6. K. R. P. one
7. Q. Kt. to K. second	7. B. to K. third
8. B. takes B.	8. P. takes B.
9. Kt. to K. Kt. third	9. Castles
10. Castles	10. Q. to K.
11. K. Kt. to R. fourth	11. K. Kt. P. two
12. Kt. to B. third	12. K. Kt. to R. fourth
13. K. to R. second	13. Kt. takes Kt. (*a*)
14. P. takes Kt.	14. Q. to K. Kt. third
15. Q. to K. second	15. Kt. to Q. fifth (*b*)
16. Kt. takes Kt.	16. R. takes R.
17. Q. takes R.	17. B. takes Kt.
18. Q. B. P. one	18. R. to K. B.
19. Q. to her sqr.	19. B. to Q. Kt. third
20. Q. R. P. two	20. Q. R. P. two
21. Q. Kt. P. two	21. Q. P. one
22. P. takes Q. P.	22. K. P. takes P.
23. R. P. takes P.	23. B. takes P.
24. B. to R. third	24. R. to B. seventh
25. Q. to Kt. third	25. Q. to Q. B. third (*c*)
26. R. to K.	26. K. to R.
27. R. takes P.	27. Q. P. one
28. R. to Q. fifth	28. K. to Kt. second
29. P. takes P.	29. B. to Q. B. sixth
30. Q. to Kt. fifth	30. R. to Q. R. seventh
31. R. checks	31. K. to B. third
32. B. to K. seventh (check)	32. K. to Kt. third
33. Q. P. one	33. Q. takes Q.
34. Q. R. P. takes Q.	34. B. to K. fourth
35. P. to Q. sixth	35. B. takes P.
36. B. takes B.	36. P. takes B.
37. R. takes P. (check)	37. K. to B. fourth (*d*)
38. R. to Q. Kt. sixth	38. K. to K. fourth
39. R. takes Q. Kt. P.	39. R. to R. sixth
40. Q. Kt. P. one	40. K. to Q. third
41. R. to Q. Kt. eighth	41. R. to Q. Kt. sixth
42. Q. Kt. P. one	42. K. to B. second
43. R. to K. R. eighth, winning the game.	

Notes to Game LII.

(*a*) We should have much preferred playing this Knight to K. B.'s fifth.

(*b*) K. R. to B.'s third would have been better play.

(*c*) Instead of this move, Black might have taken Q.'s P. with Q.; and if his opponent had played R. to Q., Black could then have drawn the game by taking K. Kt.'s P. with Rook.

(*d*) The young player will see, that if he had moved his King to R.'s fourth, White could have mated him in two moves.

GAME LIII.

Well contested Game between Messrs. P. and G. P., two of the finest Players in the London Chess Club.

White. (Mr. G. P.)	*Black.* (Mr. P.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks
4. K. to B.	4. K. Kt. P. two
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. B. to K. Kt. second
7. Q. to Q. Kt. third	7. Q. to R. fourth
8. K. Kt. to B. third	8. K. R. P. one
9. K. P. one	9. P. takes P.
10. K. Kt. takes K: P.	10. B. takes Kt.
11. Q. P. takes B.	11. K. Kt. to K. second
12. Kt. to Q. second	12. Kt. to K. B. fourth
13. Kt. to K. fourth	13. Kt. to Kt. sixth (check)
14. Kt. takes Kt.	14. K. B. P. takes Kt.
15. K. to Kt.'s sqr.	15. P. takes K. R. P. (check)
16. R. takes P.	16. Q. to Kt. third
17. Q. B. to K. third	17. Kt. to Q. B. third
18. B. to Q. fourth	18. Castles
19. Q. R. to K. B.	19. B. to K. third
20. Q. R. to K. B. sixth	20. Q. to Q. Kt. eighth (check)
21. K. to B. second	21. B. takes B.
22. Q. takes B.	22. Q. to Q. B. seventh (check)
23. K. to Kt. third	23. Kt. takes B.
24. Q. takes Kt.	24. Q. R. to Q.
25. Q. to K. Kt. fourth	25. Q. R. to Q. sixth (check)
26. R. interposes	26. K. to Kt. second
27. K. R. to R. fifth	27. K. B. P. one
28. Q. to Q. Kt. fourth	28. R. takes R. (check)
29. P. takes R.	29. Q. to K. Kt. third
30. R. to K. R. sqr.	30. K. B. P. takes K. P.

White. (Mr. G. P.)	*Black.* (Mr. P.)
31. Q. to K. seventh (check)	31. R. interposes
32. Q. takes K. P. (check)	32. Q. to K. B. third
33. R. to K. sqr.	33. K. to Kt. third
34. Q. to K. fourth (check)	34. K. to Kt. second
35. Q. takes Q. Kt. P.	35. Q. to K. B. fifth (check)
36. K. to B. second	36. K. Kt. P. one
37. Q. to K. fourth	37. Q. takes P. (check) (*a*)
38. Q. takes Q.	38. R. takes Q. (check)
39. K. to Kt. second	39. K. to Kt. third
40. R. to K. seventh	40. R. to B. second
41. R. to K. fifth	41. R. to Q. second
42. K. to Kt. third	42. K. R. P. one
43. K. to R. fourth	43. R. to Q. seventh
44. R. to K. Kt. fifth (check)	44. K. to B. third

AND, AFTER SEVERAL MOVES, THE GAME WAS DECLARED DRAWN.

Notes to Game LIII.

(*a*) Overlooking an obvious and easy mode of winning the game, by checking with his Queen at K. R.'s seventh.

GAME LIV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 10th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. P. takes P.	4. Q. takes Q. (check)
5. K. takes Q.	5. Q. Kt. to B. third
6. K. B. P. two	6. Q. B. to K. third
7. Q. B. to Q. second	7. K. B. to Q. B. fourth
8. K. Kt. to B. third	8. K. R. P. one
9. Q. Kt. to B. third	9. Q. R. to Q.
10. K. to his sqr.	10. K. Kt. to K. second
11. Q. R. to Q. B.	11. K. B. to Q. Kt. fifth
12. Kt. to Q. Kt. fifth	12. B. takes B. (check)
13. Kt. takes B.	13. R. to Q. second
14. B. takes P.	14. B. takes B.
15. R. takes B.	15. Castles
16. K. Kt. to B. third	16. K. R. to Q. sqr.
17. K. to K. second	17. Kt. to Q. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
18. Q. Kt. to Q. fourth	18. Kt. takes Kt. (check) (*a*)
19. R. takes Kt. (*b*)	19. Q. B. P. two
20. R. to Q. second	20. Kt. to Q. Kt. fifth
21. Q. R. P. one	21. R. takes R. (*c*)
22. Kt. takes R.	22. Kt. to Q. B. third
23. Kt. to Q. B. fourth	23. Q. Kt. P. one
24. R. to Q.	24. R. takes R.
25. K. takes R.	25. K. to B.
26. K. to K. second	26. K. to K. second
27. K. to Q. third	27. K. to K. third
28. K. to K. fourth	28. K. Kt. to K. second
29. K. Kt. P. two	29. K. Kt. P. one
30. Q. R. P. one	30. K. B. P. two (check)
31. P. takes P. *en passant*	31. K. takes P.
32. Kt. to K. fifth	32. K. to K. third
33. Kt. takes K. Kt. P.	33. Kt. to Q. B. (*d*)
34. P. checks	34. K. to Q. third
35. K. R. P. two	35. K. to Q. B. second
36. K. to K. fifth	36. Kt. to Q. third
37. K. B. P. one	37. Q. R. P. one
38. K. to K. sixth	38. Q. Kt. P. one
39. P. takes P.	39. P. takes P.
40. K. B. P. one	40. Kt. takes P.
41. K. takes Kt.	41. K. to Q. third
42. Kt. to K. B. fourth	42. Q. B. P. one
43. K. Kt. P. one	43. P. takes P.
44. P. takes P.	44. Q. Kt. P. one
45. Kt. to K. second, and Mr. M'Donnell resigned.	

Notes to Game LIV.

(*a*) He might have taken K. B.'s P. with his Knight, thereby winning a Pawn and weakening the formidable central phalanx of his antagonist.

(*b*) Preserving the Pawn, which, had he taken Kt. with Kt., he must have lost.

(*c*) We should have preferred playing the Kt. to Q.'s sixth, supporting it with the Pawn next move.

(*d*) If he had taken Kt. with Kt., De la Bourdonnais would have checked with K. B.'s P., gaining the adverse Kt., and winning the game in a few moves.

PROBLEMS FOR YOUNG PLAYERS.

No. 11.

By a Member of the Bristol Chess Club.

White.	*Black.*
K. at K.'s R. sqr.	K. at K.'s fourth
Q. at K.'s R.'s third	Q. at K. R.'s fourth
R. at K.'s B.'s sqr.	R. at K.'s second
B. at Q.'s second	R. at K.'s B.
Kt. at Q.'s B.'s fifth	B. at Q.'s third
Pawns at Q.'s third, K.'s fourth, K.'s R.'s second, and K.'s Kt.'s second	B. at K.'s Kt.'s third
	Kt. at K.'s B.'s fifth
	Pawns at K. R.'s third, K. Kt.'s fourth, and Q.'s fifth.

White plays first, and gives mate in four moves.

No. 12.

By the same.

White.	*Black.*
K. at K. Kt.'s third	K. at K.'s third
B. at K.'s R.'s fifth	Q. at K.'s second
B. at Q. B.'s seventh	R. at Q.'s third
Kt. at K.'s second	Kt. at Q.'s second
Pawns at K.'s third and Q.'s second	Pawns at K. B.'s third, K.'s B.'s fourth, and K. R.'s third.

White plays first, and mates in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 9.

White.	*Black.*
1. K. to Q. B.'s fourth	1. Q.'s Kt.'s P. one sqr. (check)
2. K. to Q.'s B.'s third	2. P. advances, checking
3. K. to Q. B.'s fourth	3. P. one sqr.
4. Q. R.'s P. takes P. (checkmate.)	

No. 10.

White.	*Black.*
1. Kt. from Kt.'s third to R.'s fifth (check)	1. K. to R.'s third
2. Kt. from K.'s fifth to B.'s seventh (check)	2. K. to Kt.'s third

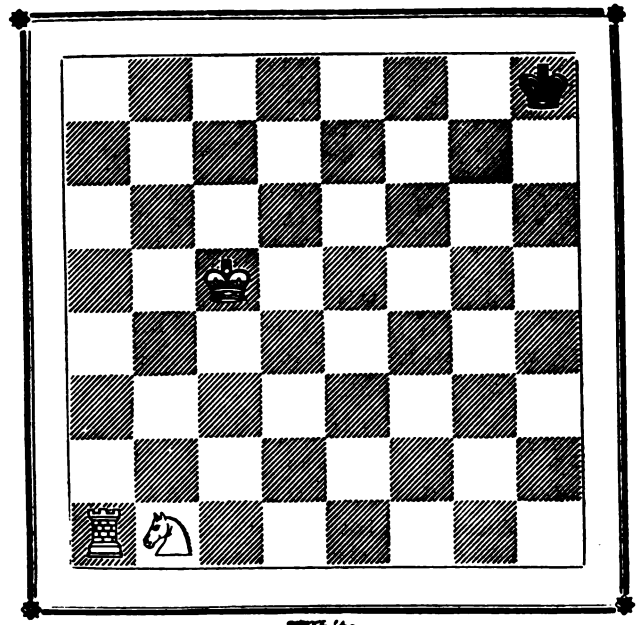
White.	*Black.*
3. Q. to K.'s sixth (check)	3. K. takes Kt.
4. Q. to K.'s R.'s sixth (check)	4. K. to Kt.'s fifth
5. Q. to R.'s third (check)	5. K. to B.'s fifth
6. Q. to K. B.'s third (checkmate.)	

PROBLEM, No. 21.

By a skilful Polish Chess Player.

White to play, and give Checkmate in twenty-five moves, *without moving his King.*

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"W. H., RICHMOND."—Received a syllabus of two lectures on the "Origin, History and Varieties of the Game of Chess," delivered in May and June last, at the RICHMOND LITERARY AND SCIENTIFIC INSTITUTION; also a specimen of an English translation of the Abbé

Cerutti's Poem on Chess. For the latter we shall probably hereafter find a corner in our "Chronicle," unless, as we hope, our correspondent should favour us with a complete version of the original, which he may see in the library of the British Museum.

"A YOUNG CHESS PLAYER, BRISTOL."—The solution suggested of Problem, No. 14, is the correct one, and is very creditable to the sagacity of our correspondent.

"W. R., GLASGOW CHESS CLUB."—W. R.'s solution of Problem, No. 15, is the only correct one which has hitherto reached us. As he observes, this stratagem is exceedingly ingenious, and affords capital exercise for rising players. Respecting the Problem, No. 14, we must refer him to our remarks in reply to L. M. in the last Number, by which he will find that he has not yet hit upon the *modus operandi*.

"G. S., CHESTERFIELD."—We know nothing of the portrait alluded to. A correspondent informs us that there were two portraits of Philidor, one by Gainsborough, and the other by Zoffany: the former, we understand, is in the possession of a Mr. Holford.

"L. F."—Is correctly informed. M. St. Amant, the distinguished French Chess-player, has recently arrived in London; his visit, however, is one of business only, and it is feared that will prevent his affording our leading players "a taste of his quality."

"TIPPERWIT, OF TOTTENHAM."—The solution of the Critical Position, No. 3, shall be given in our next.

"M. P., PATERSON'S HOTEL, BROOK STREET."—The match by correspondence, between the Rev. H. Bolton and Mr. St—n, is not concluded. We never heard of the Chess Institution mentioned, but shall have much pleasure in rendering it every assistance our opportunities will permit.

"D. M., ROSS."—"Which is the strongest Chess Club out of London?" In numbers, we believe the Liverpool. If, however, D. M. means which Club possesses the greatest number of good players, we should name the Bristol, in which are three players, *each* of whom is as strong as any *provincial* player in England.

LECTURES ON CHESS.

ON Wednesday evening the third of the proposed course was given in the Market-house Rooms, to a very respectable audience, amongst whom we were glad to see the fair sex so numerous, and are sure, since they appear to sanction this fascinating and improving amusement, that it will soon find its way through all ranks of society. The subject of the Lecture was, "Sketches of the Biography, Adventures and Anecdotes, of eminent Authors and Chess-players." We regret that we have not space

to detail more at length the adventures, &c., of Chess Knights-errant, which were related, particularly the romantic incidents attending Paolo Boi, during his campaigns under Philip II. of Spain, in which he had the misfortune to be taken prisoner by the Moors of Africa, and sold to slavery. Like the music of Orpheus, his skill at Chess not only tamed the savages, but the lessons he gave them was considered sufficient for his redemption. A brief relation of Chess, as played in the "Café de la Regence," was then given, in which the late lamented Chess King, De la Bourdonnais, was chief hero.

The evening's amusement concluded with illustrations, on a large Chess-board, of the King's and Queen's Gambits, the King's Rook's Pawn's Gambit, and several similar openings: the different modes of attack shown—the best means of defence in these openings brought forward, and the entire played over several times, so as to give much satisfaction to the audience.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 176.)

There is but little to remark on the history of the Chess-Knight, since its name and move have always remained pretty much the same.* On the Chess-boards of the 13th century it appears of a form which is a rude representation of the head of a horse, intended as an epitome of the whole figure, in the same manner as the mitre represented the Bishop. In Caxton a very similar, but clumsier, form is given: hence the name of *Horse* bestowed on this piece by the Russians, Swedes, and some other nations: hence, also, the peculiar form often given to the modern Knight, which is as early as the time of Queen Elizabeth, or earlier, since Rowbotham speaks of the Knight as having "his top cut asloope, as though beynge dubbed Knight."† Among Charlemagne's Chess-men, if Dr. Hyde is to be depended on, it is represented under the form of a Centaur.

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* It is called, by the modern Germans, *Springer*, by the Swedes *Lopare*, from the nature of its move.

† 12mo. Lond. 1562, Cf. Archæologia, xi. p. 405. In Jacob Mennel's Treatise, 1507, the Knight has two forms, more or less varying from the prototype.

V.—The Warders. These are armed warriors, (*Hrókr* in Icelandic,) which here take the place of the Rook or Castle. They are represented in a standing attitude, attired in helmets of various shapes, but chiefly conical, with or without flaps, and wanting the nasal. The coat or gambeson, which most of them wear, descends to the feet; but in lieu of this, others have a coat of mail, with a hood, which covers the head. They all hold a shield in one hand and a sword in the other; but the position is varied, either in front or at the side: the shields all bear distinctive marks, like those of the Knights, but some of them are of a much broader shape, and less elongated.

Mr. Douce's curious collections on the name and form* of this piece, scarcely leave me any thing to add; but, in regard to its shape, I am enabled to point out earlier instances than Caxton's translation of Jacobus de Cessolis, referred to in Mr. Douce's Dissertation. The most ancient form, after the Game arrived in Europe, is very uncertain, but seems to have been that of an Elephant, as shown by the set of Chess-men belonging to Charlemagne; and this form, with or without a tower on the back, has been retained by the modern Germans, Russians, and Danes.† The Spaniards, Italians, French, and English, in more recent times, adopted a Tower or Castle as an epitome of the figure (in the same manner as they took a horse's head for the Knight); and hence arises the strange anomaly of a Castle representing the swiftest piece on the Chess-board. But the earliest form offered to us in MSS. occurs in the Anglo-Norman poem already quoted, of the 13th century,‡ and in the MS. of the Minnesingers, of nearly the same age.§ From the representation of the Turkish Chess-men in Dr. Hyde's work, p. 133, it clearly appears that this form was first given to the Rook by the Arabs, who, as followers of Mahommed, rejected the figures allowed in the Persian Game;‖ and from this circumstance it may probably lay claim, on the European Chess-board, to equal antiquity with that of the Elephant. In the Latin poem of the 12th century, so often referred to, we meet with the epithet of "Bifrons Rochus," which manifestly refers to the bi-parted head shown in the MSS. alluded to. The same shape is preserved on the ancient seals of those families, both in England and Germany, who bear Chess-rooks for their arms. One instance of this I have

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* See Archæologia, vol. xi. pp. 406—408.

† The name of Tower in England is coeval with that of Bishop, as is evident from Rowbotham's work, and was introduced apparently between the reigns of Henry VIII. and Queen Elizabeth. In Palsgrave's *Esclarcissement de la Langue Francoyse*, fol. 1530, we only find "*Roke* of the Chesse roc," and "*Alfyn*, a man of ye Chesse borde, *aulfin*." So late as the end of the seventeenth century we read, in Olyoke's Dictionary, fol. 1677, "*Rook* at Chess, *Elephante*."

‡ MSS. Cott. Cleop. B. ix.; Strutt's Sports, pl. xxx.

§ Willemin's "Monumens François," fol. and "Lays of the Minnesingers," 12mo. 1829.

‖ Sale's Prel. Disc. to the Koran, pp. 166—168.

been shown by the kindness of John Gale, Esq., attached to a deed, dated 37 Edward III., being a grant from Rosia, widow of John Saxi, of Stanefeld, co. Suffolk, to John de Rokewode and others. The seal is that of John de Rokewode, bearing six Chess-rooks; and the same ancient form is also shown on the front of Staningfield Church, erected in the time of Henry VII., belonging to the Rookwoods,* and still preserved by the representatives of this honourable family. Various other examples of the Chess-rook, as borne in the arms of English and foreign families,† may be seen in Randle Holme's unpublished portion of his "Academy of Armory," in MSS. of the thirteenth and fourteenth centuries, and followed by Caxton, in his translation of the popular work of De Cessolis.

One more singularity remains to be noticed with respect to the Rook, and, as regards my theory, of greater importance. I allude to the figure of an armed soldier or *warder*, presented to us by the Chess-men I am describing. It is almost certain that this form will be found in none of the descriptions of the Game as played in the South of Europe, nor has it occurred in any MSS. I have had an opportunity of consulting. But among the Icelanders we find this piece actually so represented; and this is so remarkable a fact, that it will go some way, in my opinion, towards the proof of the locality of these pieces. La Peyrere, in a letter written from Copenhagen to M. La Mothe le Vayer, in 1644,‡ says, "The differences between the Chess-men of the Icelanders and our own are these: our *Fools* are with them *Bishops*, since they hold it right that the ecclesiastics should occupy the situation near the King; their *Rooks* are little Captains, which the Icelandic scholars here call *Centurions*. They are represented with swords by their sides, and with puffed-out cheeks blowing a horn, which they hold in both their hands." Without entering further at present into the peculiarities here noticed, it will be sufficient to observe, that the Icelandic term for this piece is Hrókr, which signifies a brave warrior or hero,§ and is evidently intended to re-

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* Another impression of this seal, but broken, I find among the Harleian collection of Charters, in the British Museum, 49 D. 37, attached to a deed, dated 1 Hen. V. On the same label is the seal of William Rokwode, bearing also six Chess-rooks, but with an annulet of difference.

† In Mennel's Treatise, 1507, the *Rach*, or Rook, is figured with four round or sharp corners, something in the shape of a flower; but these are only fanciful corruptions of the original form.

‡ Published at Paris, 12mo. 1663. "La différence qu'il y a de leurs pièces aux nôtres, est, que nos *Fous* sont des *Evesques* parmy eux, et qu'ils tiennent que les Ecclesiastiques doivent estre près de la personne des Rois. Leurs *Rocs* sont de petits Capitanes, que les escoliers Islandois que sont icy apelent *Centurions*. Ils sont representéz, l'espée au costé, les joues enflés, et sonnant du cor, qu'ils tienent des deux mains." p. 56.

§ *Hrokr*, vir fortis et grandis; *en stor og stark mand*. Longurio, latrunculorum satelles, *Brikke* i Shakspil. Haldorson. "*Hrokr*, gloriosus, thraso. In ludo latrun-

present the original Eastern term given to this piece. What, then, is this term? Are we, with Sir William Jones, to go to the Hindu *Roth'*, an armed chariot; or with Hyde, to the Persian *Ruch*, a dromedary; or with others, to the Oriental name of the fabulous bird called *Ruch*, which makes a figure in the Tales of the Arabian Nights? My own conviction is, that all these derivations are false or doubtful; and that for the real meaning of the word we must look to the ancient Persian *Rokh*, which, according to D'Herbelot, signifies a hero, or military adventurer.* Should this be correct, we must conclude that the Icelanders alone, of all the European nations, have preserved the genuine and original form of this piece, the antiquity of which, from the figures before us, will not admit of a doubt. Whether any trace of the same form is to be detected in the Cyclopean heroes of Vida, is left to the judgment of others. His lines are:—

"Extremis bini, referant qui vasta *Cyclopum*
Corpora, considunt in sulcis, agmina utrinque
Claudentes sua quisque, altis proque *arcibus* astant."†

But in the MS. already cited, in the possession of Mr. Gage, is a singular passage, which would seem to indicate similar figures to those mentioned by La Peyrere. The words are: "At the ends of the board stand the *Centurions*, which in English are called *Rooks*. These are soldiers of the reserved guard, and depended on as the bravest defenders of the royal personage. Should the King be attacked, they immediately advance to meet the danger, and inclose the monarch, as it were, within a citadel. They are placed, moreover, in the wings of the army, that they may guard, least the enemy should fall upon the King in his rear."‡

VI.—The Pawns. These are of various shapes and sizes, but chiefly octagonal. Two of them are ornamented, but the rest plain.

Having thus described in detail the whole of these curious figures, so as to afford as complete a notion of them as can be learnt by aught short of ocular examination; and having hitherto considered them in

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culorum *Shák* vulgo dicto, miles *hrokr* appellatur, elatus quippe superbusque."—Index to the *Orkneyinga Saga*.

* "*Rokh*. Ce mot signifie, dans la langue des anciens Persans, un vaillant homme, qui cherche des avantures de guerre, un héros, et ce qu'on appelloit autrefois dans nos romans, un preux, et un chevalier errant. C'est d'où vient le nom de *Roch*, dans les Echecs, dont le jeu est venu de Perse jusques à nous."—*Bibl. Orient.* tom. iii. p. 129, ed. 4to. La Haye, 1778. He then proceeds to cite some passages, in explaining which Dr. Hyde has made a great mistake. Cf. Shahilud. p. 120, 123.

† MS. Harl. 6518, f. 3.

‡ "In extremo agmine sunt *Centuriones*, Anglice *Rookes*. Sunt enim hii quasi milites triarii, fortissimaque Regis propugnacula. Si quando Rex periclitatur, locum mutant, seque periculo opponunt, Regem vero quasi in *arce* includunt. Collocantur enim in cornu exercitus, seu in extrema ala, ut prospiciant ne hostis a tergo Regem adoriatur." The Rook is also termed a *Duke* by Arthur Saul, in 1614.

connexion with the early history of the game of Chess in Europe, I shall now proceed to develope the result of my inquiries in respect to the place where, and the period when, these Chess-men were, in all probability, manufactured. I shall draw my inferences from three separate subjects of consideration;—the material of which they are made, the costume in which they appear, and the historical passages to be found in the ancient writings of Scandinavia;—and from each I shall endeavour to prove, that these pieces were executed about the middle of the twelfth century, by the same extraordinary race of people, who at an earlier period of time, under the general name of *Northmen*, overran the greater part of Europe, and whose language and manners are still preserved among their genuine descendants in Iceland. And first, with regard to their material, it is assumed on evidence almost amounting to mathematical demonstration, that they are formed out of the tusks of the animal called in Icelandic *Rostungr* or *Rosmar*, and in other parts of Europe by the names of Morse, Walrus, or Sea-horse.* These tusks grow from one to three feet in length, and in circumference at the lower end from six to nine inches; but, according to Pennant, they are but rarely found of the largest size, except on the coasts of the Frozen Sea. The outer surface of the tusk, which is nearly of as fine a grain as ivory, does not exceed half an inch, and the interior is filled with an ossified secretion, which becomes very apparent on a longitudinal section of the tooth being made. At the root of the tusk, where it joins to the skull, appear cavities not wholly filled by this ossified substance, which are more or less hollow, probably according to the age of the animal.† These peculiarities of structure are shown in a remarkable manner throughout the entire series of the Chess-men before us, and most unequivocally so in the draught-men, which were necessarily cut transversely through the tusk.‡ We are able also to trace in them the economy

* *Rosmarus*, Jonst. Pisc. t. 44. *Le Morse*, Buff. xiii. p. 358. *Arctic Walrus*, Pennant, Quadr. ii. 266. *Trichechus Rosmarus*, Linn. p. 59. *Trichechus Walrus*, Shaw, vol. i. pt. i. p. 234, 4to. 1800.

† In the Museum of the Royal College of Surgeons may be found various specimens of the tusk of this animal, together with a section of one, exhibiting the formation above described, and a skeleton of the animal itself. I have to express my thanks to Mr. Clift, the conservator of the Museum, for his obliging permission to examine these interesting specimens. The tusks of those Walrusses, which inhabit the icy coasts of the American continent, are much larger, thinner, and far more sharp pointed, and have a sub-spiral curvature towards the point.—(Shaw, vol. i. p. 234.) One of this description, procured by Capt. Beechey from the natives of Point Hope, in Behring's Straits, is in the British Museum. It measures 2½ feet long, by 5¼ inches in circumference at the root. Tusks are said to have been found in Kamschatka weighing from 20 to 40 lbs.—*Gmelin*, iii. p. 164. See Crantz, Hist. of Greenland, i. p. 113, 4to. 1820; *Museum Wormianum*, fol. 1655, p. 289; *Museum Regium*, fol. pt. i. § iii. 8, 9, ed. Lauerentzen; Einersens' Notes on the *Speculum Regale*, 4to. Soröe, 1768, p. 178; and Bussæus on the Periplus Ontheri, § 5, 4to. Havn. 1733.

‡ A portion of the Chess-men exhibit appearances distinct from the rest, and are of

of the artist, in fashioning his figures according to the portions of the teeth best calculated to serve his purpose. The pieces of largest circumference are almost wholly cut from that part of the tusk nearest the skull, and exhibit the cavities in various states. In one instance of the Knights, the right front leg of the horse has been broken off, owing to the thinness of the bone at this part. The Bishops and Warders * are chiefly cut either from the middle or end of the teeth. These animals at present are chiefly found within the Arctic Circle, between Davis's Straits and Nova Zembla, and but rarely venture into a more southern latitude than the Gulf of St. Lawrence, between lat. 47—48. In the Add. MSS. of the British Museum, No. 5261, fol. 167, is a spirited drawing, by Albert Durer, of the head of a Morse, stated to have been taken in the Zuyder Zee, in the year 1521. Walruses are met with also in great numbers on the coasts of Spitzbergen † and Greenland, and are wafted on the ice to Iceland.‡ Pennant speaks doubtfully respecting the latter place, and remarks, that they rarely appeared in his time in the seas of Norway,§ but in ancient times were so numerous in the northern parts as to become objects of chase.

In the reign of King Alfred, about A. D. 890, Ohtere, the Norwegian, visited England, and gave an account to the King of his voyage in pursuit of these animals, chiefly on account of their teeth, which were even in that remote period esteemed of considerable value. His simple narrative is inserted by the monarch in the Saxon translation of Orosius, and has been illustrated by the notes of Foster.|| Ohtere sailed from

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a lighter colour, and less heavy, and most of them are fractured. From these circumstances, and from the bone being adhesive to the tongue, it has been suggested that these figures are in a fossil state. Whether this fossilization took place before or after the pieces were worked, is a curious subject of inquiry to the naturalist.

* One of the Warders is a singular instance among these Chess-men of a piece cut from a whale's tooth, and exhibits a different internal structure, of an oval shape.

† Shaw, p. 235.

‡ In the voyages made by Stephen Bennet, in 1603, and succeeding years (which were the origin of the English whale fishery), they found the Walruses in such numbers on Cherry Island, lying between the North Cape and Spitzbergen, that they killed from 700 to 1000 of them in six or seven hours. See Purchas, iii. 560, 565; Pennant, i. p. lxxxi.

§ Foster, in his notes on the Saxon Orosius, says, "In all the ocean near Norway and Lapland no Walruses are ever seen, still less in the Baltic." p. 243. The former part of this assertion is not, perhaps, to be received too literally. Arngrim Jonas, in his account of Greenland, published in Iceland, 4to. Skalholt, 1688, after describing the Rootungr, says of it: "This animal is common both to Greenland and Iceland." Cap. 2. A Latin inedited translation of his work is in MSS. Add. 5207. So also Pontoppidan writes: "The Valrus or Rosmul, and in our old Norwegian, Rostungr, Rosmar, the Walrus, or Sea-horse, is seen *sometimes* on this coast, but not so *frequently* as about *Iceland*, or Spitsbergen, where, according to Marten's Travels, ch. iv., they are found in incredible numbers."—*Nat. Hist. Norway*, fol. Lond. 1755, p. 257.

|| Ed. Barrington, 8vo. Lond. 1773.

Heligoland, the most northern point of Norway, (N. lat. 65,) and in three days arrived at the extreme limits, frequented by the whale-fishers. He proceeded onwards three days more, doubled the North Cape, and entered the Cwen Sea, or White Sea, the coasts of which were inhabited on the one side by the Scrickfinnas, or Laplanders, and on the other by the Beormas. He here found the Walrus, which was the principal object of his voyage, as he himself related to Alfred.

"He went the rather," says the Royal historian, "and shaped his course to each of these countries, on account of the *horse-whales*, because they have very excellent bone in their teeth; some of which he brought to the King; and their hides are very good for ship-ropes."* The estimation in which these teeth were held by the northern nations, rendered them a present worthy of royalty; and this circumstance is confirmed by a tradition preserved in the curious Saga of Kröka Ref, or Kröka the Crafty, who lived in the tenth century.† It is there related, that Gunner, Prefect of Greenland, wishing to conciliate the favour of Harold Hardraad, King of Norway, [A. D. 1046—1067,] by the advice of Barder, a Norwegian merchant, sent to the King three of the most precious gifts the island could produce. These were, 1. A full-grown tame white bear; 2. A *Chess-table*, or set of *Chess-men*, exquisitely carved; 3. A skull of the *Rootungr*, with the teeth fastened in it, wonderfully sculptured and ornamented with gold. I shall revert again to this passage before this paper is concluded, and introduce it here only to illustrate the presents made by Ohtere to King Alfred, which, it must be confessed, fall short of those sent to the monarch of Norway.

(*To be continued in our next Number.*)

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* These ropes were called by the Norwegians *Svardreip*. See *Spec. Reg.* p. 178, n. and Arn. Jonæ *Gronlandia*, cap. ii.

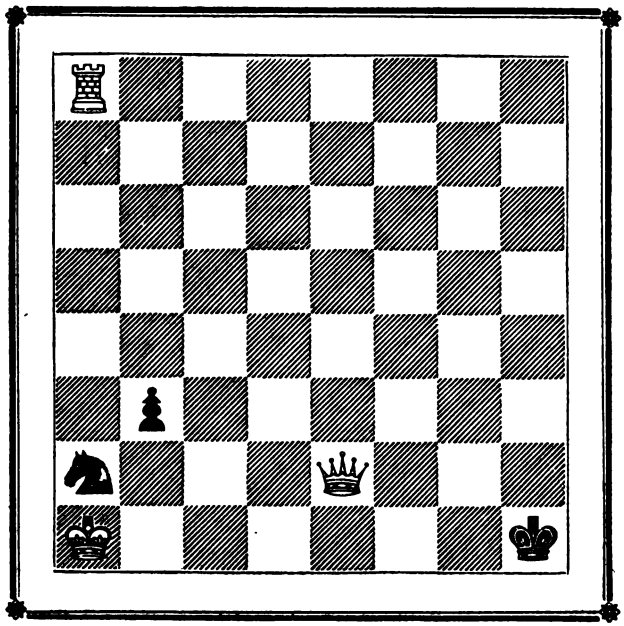
† Supposed by Molbech to have been composed at the end of the fourteenth or beginning of the fifteenth century.—*Sagabibliothek*, vol. i. p. 357. It is printed in the 8vo collection of Marcusson, 1756, pp. 35—68; and the substance of it forms a considerable portion of Arngr. Jonas's Description of Greenland, 4to. Skalh. 1688. See also the examination of this narrative by Torfæus, in his *Gronlandia Antiqua*, cap. 25, 8vo. Havn. 1706.

PROBLEM, No. 22.

By a skilful Polish Chess Player.

White plays first, and *compels Black to give him Checkmate in nine Moves.*

Black.



White.

GAME LV.

The two following Games have been forwarded to us by one of the most distinguished Amateurs of Chess in Berlin; they were played recently, between M. SZEN, the well-known Hungarian Player, who, a few years since, visited England, and a Member of the Berlin Chess Club.

White. (M. —.)	*Black.* (M. SZEN.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. Kt. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. K. P. one	7. Q. takes K. P.

White. (M. —.)	*Black.* (M. Szen.)
8. Q. P. one	8. K. B. to K. R. third
9. Kt. to Q. B. third	9. K. Kt. to K. second
10. Q. B. to Q. second	10. Castles
11. Q. R. to K. square	11. Q. to Q. B. fourth (check)
12. K. to R. square	12. Q. B. P. one
13. Q. Kt. to K. fourth	13. Q. to K. B. fourth
14. Q. B. to its third	14. K. B. to K. Kt. second
15. Kt. to Q. sixth	15. Q. to K. Kt. fourth
16. R. takes Kt. (*a*)	16. B. takes Q. B. (*b*)
17. R. takes K. B. P.	17. R. takes R.
18. B. takes R. (check) (*c*)	18. K. to Kt. second
19. P. takes B.	19. Kt. to Q. R. third
20. Q. takes P.	20. Q. takes Q.
21. R. takes Q.	21. Kt. to Q. B. second
22. B. to Q. Kt. third	22. Kt. to Q. fourth
23. B. takes Kt.	23. P. takes B.
24. R. to K. B. seventh (check)	24. K. to Kt. square
25. R. to K. seventh	25. Q. Kt. P. one
26. R. to K. eighth (check)	26. K. to Kt. second
27. R. takes B., and wins the game.	

Notes to Game LV.

(*a*) Well played.

(*b*) If Black, instead of this move, had taken the Rook with his Queen, he must have lost at least a piece, as his opponent, before taking Bishop with Bishop, would have moved his Knight to K. B.'s fourth.

(*c*) It appears to us that White could have terminated the game more certainly and speedily by taking the Rook with his Knight.

GAME LVI.

White. (M. —.)	*Black.* (M. Szen.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. Q. Kt. to B. third	3. Q. B. P. one
4. Q. R. P. two	4. K. P. two
5. P. takes P.	5. Q. takes Q.
6. K. takes Q.	6. Q. B. to K. third
7. K. P. two	7. Q. Kt. to Q. second
8. Q. B. to K. B. fourth	8. K. B. to Q. Kt. fifth
9. K. to Q. B. second	9. K. Kt. to K. second
10. K. Kt. to K. B. third	10. K. Kt. to K. Kt. third
11. Q. B. to K. Kt. third	11. Q. B. to K. Kt. fifth

White. (M. —.)	*Black.* (M. Szen.)
12. K. Kt. to Q. second	12. K. Kt. takes P.
13. K. B. P. two	13. K. B. takes Kt.
14. K. takes B.	14. K. Kt. to K. Kt. third
15. K. B. takes P.	15. Q. B. to K. third
16. K. B. P. one	16. B. takes B.
17. Kt. takes B.	17. K. Kt. to K. second
18. Kt. to Q. sixth (check)	18. K. to B. square
19. Kt. takes Q. Kt. P.	19. K. B. P. one
20. Q. Kt. P. two	20. K. to B. second
21. Kt. to Q. sixth (check)	

And, after a few more moves, M. Szen, finding the extrication of his pieces almost impracticable, resigned the game.

GAME LVII.

Played at Berlin, between the late M. Bilguer and a fine Player of the Berlin Chess Club.

White. (M. —.)	*Black.* (M. Bilguer.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. K. Kt. to K. B. third (*a*)	5. Q. to K. R. fourth
6. Q. P. two	6. K. R. P. one
7. K. R. P. two	7. K. B. to Kt. second
8. Q. Kt. to B. third	8. Q. P. one
9. K. P. one	9. Q. P. takes P.
10. Q. Kt. to Q. fifth	10. K. to Q.
11. Q. P. takes P.	11. Q. B. to Q. second
12. K. to Kt.	12. Q. to K. Kt. third
13. R. P. takes P.	13. R. P. takes P.
14. R. takes R.	14. B. takes R.
15. Q. to K. square	15. K. to Q. B.
16. K. Kt. P. one	16. Q. Kt. to B. third
17. Q. B. to Q. second	17. Q. B. to K. Kt. fifth
18. K. Kt. to K. R. second	18. Q. B. to K. B. fourth
19. Q. B. to Q. B. third	19. Q. B. takes Q. B. P.
20. K. P. one	20. K. B. takes B.
21. K. P. takes P.	21. K. B. takes Q.
22. P. to K. B. eighth, becomes a Queen, and checks	22. K. to Q. second
23. Q. takes R.	23. Q. to K. fifth
24. K. Kt. to K. Kt. fourth	24. Q. to Q. fifth (check)
25. K. Kt. to K. third	25. K. B. P. takes Kt.
26. R. takes B.	26. P. to K. seventh (discov. ch.)

White. (M.—.)	Black. (M. Pillsbury.)
27. K. to Kt. second	27. B. to K. fifth (check)
28. K. to R. third	28. Q. to K. R. square (check)
29. K. to Kt. fourth	29. Q. Kt. to K. fourth (check)
30. K. takes Kt. P.	30. Q. to R. third (checkmate).

Note to Game LVII.

(a) This is not considered as good a move at this point, as Q.'s Kt. to Bishop's third.

GAME LVIII.

Interesting Game, played last week, by M. St. Amant, the distinguished French Chess Player, and Mr. M—, of the Liverpool Chess Club; the former giving the odds of a Pawn and two moves.—*The K. B.'s Pawn of Black must be taken from the board.*

White. (Mr. M—.)	Black. (M. St. Amant.)
1. K. and Q.'s P. two	1. Q. Kt. to B. third
2. K. B. to Q.'s third	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. K. Kt. to K. B. third
5. B. takes Kt.	5. Kt. P. takes B.
6. Q. to K. R. fifth (check	6. Kt. to K. Kt. third
7. K. B. P. two	7. K. P. takes P.
8. K. P. one	8. Q. to K. second
9. B. takes Kt. (check	9. K. P. takes B.
10. Q. takes P. (check (a)	10. Q. to K. R. second
11. Q. takes P.	11. Q. takes Q.
12. P. takes Q.	12. K. B. to Q. R. fourth
13. K. Kt. to B. third	13. Q. P. one
14. Q. Kt. to Q. second	14. Q. B. to K. R. fourth
15. Castles on Q.'s side	15. K. to K. B. second
16. K. R. P. two	16. K. takes P.
17. K. Kt. to his fifth	17. K. R. to K. sixth
18. K. to Q. Kt.	18. Q. R. to K.
19. Q. Kt. to K. B. third	19. K. B. to his seventh
20. Q. R. to Q. second	20. B. takes K. R. P.
21. K. Kt. to K. sixth	21. B. takes Kt.
22. Q. P. takes B.	22. R. to K. B. seventh
23. K. R. to K. B.	23. R. to K. sixth
24. Q. R. to K. second	24. R. takes P.
25. K. Kt.'s P. one	25. K. to his second
26. P. takes P.	26. B. takes P.
27. Q. R. to K. B. second	27. B. to K. sixth
28. Q. R. to K. second	28. K. R. to K. B.
29. Q. B. P. one	29. Q. B. P. two
30. K. to Q. B. second	30. Q. P. one
31. Kt. to K. Kt. fifth	31. K. R. takes R.

White. (Mr. M—.)	*Black.* (M. St. Amant.)
32. Kt. takes Q. R.	32. K. takes Kt.
33. R. takes B. (check)	33. K. to Q. third
34. R. to K. eighth	34. Q. B. P. one
35. R. to Q. eighth (check)	35. K. to Q. B. third
36. Q. Kt. P. two	36. R. to K. B. seventh (check)
37. K. to Kt.	37. R. to Q. seventh
38. Q. R. P. two	38. K. to Q. B. second
39. R. to K. B. eighth	39. Q. R. P. one
40. R. to K. B. third	40. K. to Q. third
41. R. to K. B. sixth (check)	41. K. to K. fourth
42. R. to Q. Kt. sixth	42. K. to K. fifth
43. R. takes Q. Kt. P.	43. K. to Q. sixth
44. Q. Kt. P. one	44. Q. R. P. one
45. R. to K. B. seventh	45. K. takes Q. B. P.
46. R. to K. B. third (check)	46. K. to Q. Kt. fifth
47. Q. Kt. P. one	47. R. to K. R. seventh
48. R. to K. B. eighth	48. K. to Q. Kt. sixth
49. R. to K. B.	49. R. to K. R. third
50. K. to Q. R. square (*c*)	

The game was prolonged for several moves beyond this point, and eventually terminated in favour of M. St. Amant.

Notes to Game LVIII.

(*a*) If White had taken the Rook, his opponent would have taken K.'s P. (check), and then, by taking Q. Kt.'s P., must have gained a Rook and two Pawns for the piece lost.

(*b*) An ill-judged move.

(*c*) If M. St. Amant, at his 50th move, had taken Q. R.'s Pawn with his King, he would have lost the game; had he taken Q. Kt.'s Pawn with Rook, the first player could have won the Rook by checking at Q. Kt.'s square; but even with that advantage would have been enabled, it appears, only to draw the game.

GAME LIX.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 11th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth (*a*)	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. Q. P. two	6. Q. P. one

Black. (Mr. M'D.)	*White.* (M. De la B.)
7. K. B. to K. second	7. Q. Kt. to B. third
8. K. P. one	8. K. Kt. to K. second
9. Q. Kt. to Q. Kt. fifth	9. Castles
10. Q. Kt. takes Q. B. P.	10. Q. R. to Q. Kt.
11. K. Kt. to B. third	11. Q. to K. R. third
12. P. takes P.	12. K. Kt. to K. B. fourth
13. Q. B. P. one	13. K. Kt. to K. Kt. sixth (check)
14. P. takes Kt.	14. Q. takes R. (check)
15. K. to B. second	15. P. takes P. (check)
16. K. takes P.	16. Q. takes Q.
17. B. takes Q.	17. K. R. P. one
18. Q. Kt. P. one	18. Q. Kt. P. two
19. Q. B. to K. third	19. K. B. P. two
20. Q. P. one	20. K. B. P. one (check)
21. K. to R. second	21. P. takes B.
22. P. takes Kt.	22. K. Kt. P. one
23. Kt. to Q. fourth	23. K. B. to K. fourth (check)
24. K. to Kt.	24. K. B. takes P.
25. Q. Kt. takes Q. Kt. P.	25. K. B. to Q. B. fourth
26. Q. Kt. P. one (*b*)	26. K. B. to Q. Kt. third
27. Q. Kt. to Q. sixth	27. K. B. takes K. Kt.
28. Q. B. P. takes B.	28. Q. R. takes Q. Kt. P.
29. Kt. takes B.	29. K. R. takes Kt.
30. Q. P. one	30. K. to B. second
31. B. to Q. Kt. third	31. K. to K. second
32. K. to B.	32. Q. R. to K. fifth
33. K. to K. second	33. K. R. to K. B.
34. K. to Q. third	34. Q. R. to K. fourth
35. R. to K.	35. K. to Q. third
36. R. takes P.	36. R. takes R.
37. K. takes R.	37. K. R. P. one
38. K. to K. fourth	38. K. R. P. one
39. B. to Q. square	39. K. R. P. one
40. P. takes P.	40. P. takes P.
41. B. to K. B. third	41. K. R. P. one
42. B. to K. Kt. second	42. R. to K. B. eighth (*c*)

AND MR. M'DONNELL RESIGNED.

Notes to Game LIX.

(*a*) This was a favourite opening of Mr. M'Donnell's: he bestowed much time and labour on its analysis, discovered many skilful methods of diversifying the attack, and was singularly successful in practising them against all opponents, until the arrival of M. De la Bourdonnais, who speedily saw through and baffled the elaborate subtleties of this spirited and ingenious assault.

(*b*) Q.'s Bishop to King's second square would, we believe, have been better play.

(*c*) This game is played throughout in masterly style by the second player.

PROBLEMS FOR YOUNG PLAYERS.

By R. A. B.

No. 13.

White.	*Black.*
K. at K. R.'s second	K. at K. Kt.'s square
Q. at K.'s seventh	Q. at Q. R.'s eighth
R. at K.'s fifth	R. at K. B.'s square
B. at K.'s square	R. at K.'s R.
Kt. at K. Kt.'s fifth	Kt. at Q. Kt.'s second
Pawns at K. R.'s third, K. Kt.'s second, Q.'s second, and at Q. B.'s third	Kt. at Q.'s third
	Pawns at K. R.'s second, K. Kt.'s second, Q. R.'s second, and at Q. Kt.'s third

White to play, and effect mate in five moves.

No. 14.

By the same.

White.	*Black.*
K. at K. Kt.'s square	K. at Q. B.'s square
Q. at K. Kt.'s sixth	Q. at K.'s seventh
R. at Q.'s square	R. at Q. R.'s square
R. at Q. B.'s fifth	R. at K. B.'s square
Kt. at Q. Kt.'s fifth	Pawns at Q. R.'s second, Q. Kt.'s second, and Q. B.'s second
Pawns at K. R.'s second, and K. Kt.'s second	

White, playing first, checkmates in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 11.

White.	*Black.*
1. B. takes Kt. (check)	1. K. to B.'s third, or (A)
2. B. to K.'s fifth (check, and discovering check with R.)	2. K. takes B.
3. Q. to K.'s sixth (check)	3. R. takes Q.
4. Kt. to Q. seventh (checkmate)	

(A)

White.	*Black.*
1. B. takes Kt.	1. R. or P. takes B.
2. Q. to K.'s sixth (check)	2. R. takes Q.
3. Kt. checkmates.	

No. 12.

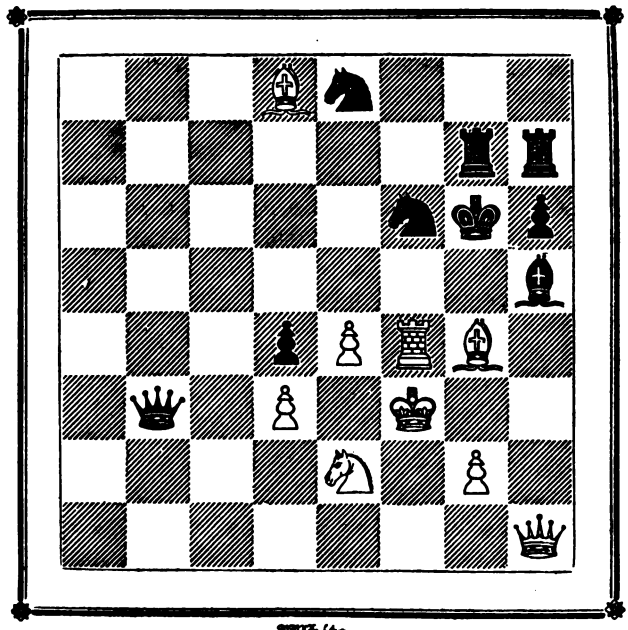
White.	*Black.*
1. Kt. to K. B.'s fourth (check)	1. K. to K.'s fourth
2. Q.'s P. two (check)	2. K. to K.'s fifth
3. B. to B. third (checkmate).	

PROBLEM, No. 23.

By Herr K—G, a clever German Amateur.

White, playing first, gives Mate in four Moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"P. E. S., HAYLEBURY COLLEGE."—Informs us that the Poem on Chess, by the Abbe Cerutti, which was referred to in a preceding Number, will be found in the first vol. of "LES STRATAGEMES DES ECHECS, 2 tom. 16mo. *Paris et Strasburg.*"

"G. S. S., LIVERPOOL."—We have much pleasure in expressing our obligations to the Secretary of the Liverpool Chess Club, for the interesting games, &c. recently forwarded to us.

"AN AMATEUR, BRIGHTON."—The new edition of Mr. Lewis's valuable "Chess Lessons" will be ready for publication when the season for domestic recreations commences.

"BERLIN CHESS CLUB."—A member of this Club has obligingly called our attention to note (*c*) on the 16th move of Black in Game XIX., between Messrs. P—t and St—n, p. 67, in which it is suggested that, by a certain variation, Black would have gained a piece. Our correspondent, carrying on the variation a move or two farther, clearly shows that this would not have been the result. In an Appendix to the first volume we purpose giving all such corrections at full length.

"D. F."— M. St. Amant had no opportunity during his late brief sojourn here of playing with the gentleman named. He played two games with the President of the Liverpool Club, one of which appears in our present number.

"CASTLE, ST. GEORGE'S CHESS CLUB."—We were promised the name of the author who had written so fully upon the variation in the Muzio Gambit alluded to in page 168, note (*a*), but were unable to obtain it before going to press. Full particulars, however, of this interesting "Analysis" will be given in an early Number. In the meanwhile we refer the inquirer to J. F. W. Koch's "Elementarbuch der Schachspielkunst," printed at Magdeburg, 1828, 12mo. pp. 192, obtainable though Messrs. Nutt, the Foreign Booksellers, of Fleet-street, which contains many skilful examples of the attack arising from the move in question.

"A YOUNG CHESS PLAYER, BRISTOL."—The three solutions are clever and correct.

"R. A. B., LEEDS."—Many thanks for the welcome addition to our store of Chess Problems. A private communication will be forwarded immediately.

"T. R. B., MANCHESTER."—The solutions were received too late for examination this week.

"A YOUNG CHESS PLAYER'S" second epistle shall have due attention in our next.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 192.)

The author of the *Kongs-Skugg-sio*, or Speculum Regale, composed, as Finersen concludes, between the years 1154—1164, but certainly before the close of the century, takes particular notice of the *Rostungr*, and mentions also the circumstance of its teeth and hide being used as articles of commerce. In the sixteenth century, Richard Chancellor enumerates the teeth of the morse among the articles of traffic in Russia, and the price of a tusk was then estimated at a ruble. Olaus Magnus, the worthy Archbishop of Upsala, who wrote somewhat earlier, and who derives the name of morse, "ab asperitate mordendi," tells us that these animals were taken chiefly on account of their teeth, which are held in the highest estimation by the Muscovites, and neighbouring nations, who, from the whiteness and durability of the grain, formed them into sword handles. So also in the description of Greenland, by Arngrim Jonas, we are told that the teeth and hides of the *Rostungr* formed a chief object of commerce with Norway and Denmark; and there is reason to believe that this species of barter was not confined to the Baltic, but extended to the British Islands.

The author of the description of the Royal Museum at Copenhagen, writes "Auro cariores olim dentes hîc exstitêre. *Britanni* quippe et *Hiberni* scribuntur capulos gladiorum suorum non auro, non argento, non ebore exornasse, sed dentibus his. Unde Solinus, c. 22, 'Qui student cultui, dentibus mari nantium belluarum insigniunt ensium capulos; candicant enim ad eburneam claritatem.'"

The ancient Norwegians, and more particularly the natives of Iceland, seem to have been, at a very early period, famous for their skill in carving various figures and implements in bone, and this talent was exerted chiefly in sculpturing Chess-men from the tusks of the Rothmar. The passage already quoted from Kröka Ref's Saga, might easily authorize such an inference, but we have more express testimony on the subject. The Archbishop of Upsala, in his antiquarian history of the Northern nations tells us that it was usual for them to cut the teeth of the morse in the most artificial manner, for the purpose of making Chess-men, with which game all the people of the North were well acquainted, but more especially their princes and men of rank; and, a century later, Olaus Wormius,

in describing the contents of his museum, says of the Rosmar, "Out of its teeth various articles are made, such as rings against the cramp, handles of swords, javelins, and knives, because the weight of the material renders a blow from the weapon of greater force. On this account, these teeth are sent to the Turks and Tatars in traffic, by whom they are eagerly sought after. The Icelanders cut out of them, very skilfully, the figures used in the game of *Chess*." And, in another passage, he writes, "The Icelanders, who are of an ingenious turn of mind, are accustomed, during the long nights of winter, to cut out, by their fireside, various articles from whales' teeth. This is more particularly the case in regard to *Chess-men* (at which game they excel); and I possess some specimens of these, distinguished by being of two colours, white and green, which are sculptured so exquisitely, that each piece expresses in features, dress, and attitude, the personage it is designed to represent."

I think, therefore, from the preceding passages, we may infer, with considerable probability, that the Chess-men discovered in the Island of Lewis were sculptured by the same people, among whom the material of which they are formed is found; and who are known, moreover, from an indefinite period of time, to have excelled in the art of cutting out similar figures, and to have been adepts in the game for which such figures were intended. But since objections might arise, on the supposition that the material, although supplied by the Norwegians, might yet have been sculptured in another part of Europe, it will be requisite to strengthen the conclusion I have drawn, by an examination of the costume which these Chess-men present to us.

To those not interested in the early history of the Game, perhaps this may appear the most attractive point of view in which they can be placed, as exhibiting examples of the dress of various orders of society in the twelfth century, to which period they have been unanimously assigned by the voice of many very competent judges. And although we concede, which I am by no means disposed to do, that these pieces are the work of a more recent age, in imitation of earlier prototypes, yet even then their value remains the same, in regard to the costume they illustrate. It is unfortunate for the subject of our inquiry, that the ancient monuments of Scandinavia, whether regarded as works of art, sepulchral effigies, or MSS., do not exist in sufficient number to enable us to decide positively on the identity of character presented in the figures under review; and it is in some measure from negative evidence we are obliged to argue. The general dress of these pieces was common, in the twelfth century, to most of the European nations; and, in the cases of the King, Queen, and Bishop, had scarcely undergone any change for several centuries previous; so that it will only be necessary to select such portions of the costume as may seem to require illustration, or which more particularly serve to point out a Northern original.

The first peculiarity which arrests our attention in looking at the

figures in question, is the singular manner in which the hair of the Kings is plaited, in long wreaths over their shoulders. All the nations of Gothic origin seem to have agreed in encouraging the growth of their hair and beard, but they varied from each other, as well in the mode of wearing it as in the care bestowed on its appearance. We learn, from Tacitus, that it was peculiar to the Suevi, the most numerous of all the Teutonic tribes, to wreath their hair and fasten it in a knot. Other nations, he adds, imitated them, but only those among them who had not passed their manhood; whereas the Suevi, even to the time their locks became grey, were accustomed to twist a mass of hair at the back of the head, and often bound it up to the top. Their princes wore it more ornamented, and only the men of free condition had the privilege of cultivating it.* Hence their chiefs, in the time of Theodoric, were addressed, as a mark of respect, by the term "hairy." † The mode adopted by Theodoric himself, is minutely described by Sidonius, in an epistle to Agricola, and is too curious to be omitted. He says, that the hair of the King's head was cut round at the top, and curled upwards from the forehead, whilst over his ears, according to the fashion of his country, it hung in twisted wreaths. His beard was suffered to grow thickly around the border of his face, but not a hair permitted to encroach on the cheek; and to preserve this fashion entire, the barber of the royal person attended every morning to pluck out, with his pincers, any stragglers that might have risen within the proscribed limit. ‡ The same mode of wearing the beard prevailed in the twelfth century, at the court of Norway, as we learn from the author of the *Speculum Regale*, who had himself, when younger, adopted it, and who seems to regret that a practice less elegant had been subsequently introduced.§ A modern *exclusive*,

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* "Insigne gentis obliquare crinem, nodoque substringere. Sic Suevi à cæteris Germanis, sic Suevorum ingenui à servis, separantur. In aliis gentibus, seu cognatione aliquâ Suevorum, seu (quod sæpe accidit) imitatione, rarum, et intra juventæ spatium; apud Suevos, usque ad canitiem, horrentem capillum retro sequuntur, ac sæpe in solo vertice religant; principes et ornatiorem habent."—*Germania*, cap. 38.

† "Universis provincialibus et *capillatis*." Theodorici Ep. ap. Cassiodor. lib. iv. 49. Cf. Edict. c. 195. So also Jornandes tells us, that Diceneus Boroista gave to the clergy the name of *pileati* from the caps they wore—"reliquam vero gentem *capillatos* dicere jussit, quod nomen Gothi pro magno suscipientes adhuc suis cautionibus reminiscuntur."—*De Reb. Geticis*, cap. xi. p. 38, 12mo. Lugd. Bat. 1597.

‡ "Capitis apex rotundus, in quo paululum [in patulam *al*] à planitie frontis in verticem cæsaries refuga crispatur. Geminos orbes hispidus superciliorum coronat arcus.—Aurium ligulæ, sicut mos gentis est, crinium superjacentium flagellis operiuntur.—Piles infra narium antra fruticantibus quotidiana succisio, barba concavis hirta temporibus, quam in subditâ vultus parte surgentem, stirpitus tonsor assiduus genas ad usque, forficibus evellit."—Epp. l. 1, 2, ed. 4to. Par. 1609. Cf. Hist. Wilkinensium, cap. xiv. fol. Stockh. 1715.

§ P. 287; he says, also, that the hair was cut round, among the courtiers, so as only to reach the ears, except in front, where it grew long; and no moustaches were worn.

therefore, either of London or Paris, when the duties of his toilette are completed, little suspects that he has so respectable an authority for the style of his whiskers as Theodoric the Visi-Goth!

Sperlingius, in his inedited collections towards the illustration of Northern customs and manners,* suspects, with great probability, that from the above passage of Sidonius may be cleared up the doubtful expression of Isidorus, when he says, "some nations adopt personal marks peculiar to themselves, as we see exhibited in the *cirros* of the Germans, the *granos* and *cinnabar* of the Goths." † The former term he thinks derived from the Goth. *gran*, a pine-tree, since the long twisted locks of hair, called the *granr*, resembled, in some measure, the sweeping branches of a pine; whilst by *cinnabar*, from the Goth. *kinna*, the cheek, and *bar*, bare, was denoted the mode of shaving the sides of the face, ‡ *q. d.* bare-cheek.

The old German mode of wearing the hair was carried by the Franks into Gaul, and Agathias thus characterises them: "It is the custom among the Franks," he writes, "for the Kings never to have their hair cut, but to nourish it from their childhood, and suffer it to spread over their shoulders and forehead, not in a squalid and negligent fashion, like the Avars, but carefully combed out, and cleaned with various medicaments. It is with them a special mark of royalty, and not permitted to the inferior classes." It cannot fail to be remarked how well this agrees with the figures of these Chess-Kings compared with the Knights and Warders. The effigies also of the Frankish Sovereigns, exhibited in Montfaucon,§ present examples of the plaited locks, precisely like those of the Chess-Kings; and this is more particularly the case in the singular monument of Duke Eticho, towards the close of the seventh century,

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Of the German Goths, Diodorus writes thus: "Some shave their beards, but others keep them of a moderate length. The nobles, indeed, shave their cheeks, and suffer their moustaches to grow so long that they cover the mouth."

* MS. Add. 5184. ff. 27, b., 149, 150. Savary, the Editor of Sidonius, coincides in the above opinion.

† "Nonnullæ gentes non solum in vestibus, sed et in corpore aliqua sibi propria quasi insignia vendicant, ut videmus *cirros* Germanorum, *granos* et *cinnabar* Gothorum."—Orig. l. 19. c. 23.

‡ By *granos* or *granr*, Vossius, Du Cange, Sicama, and others understand moustaches. This seems to be strengthened by the modern use of the Isl. *gran* and Belg. *graenan*. But, as appears from Verelius, it also signified the beard, and hence Odin is called *Hrosharsgrani*, from his having a beard, (or, as others say, a pair of moustaches,) like the hair of a horse's tail. By a canon of the Gothic council of Braga, no reader in the church was allowed to wear *granos*; and by the ancient laws of Frisia, tit. 22, c. 16, 17, he who cut off an eyebrow or a *grano*, was to pay two solidi. Hence also the epithet of *grannus* given to Apollo, from his long locks of hair.

§ Monumens de la Monarchie Françoise, vol. i. pl. 8, 17. Willemin, Monumens François. These statues are assigned by the former to the sixth century, but, more probably, by Willemin, to the tenth. The ancient models, however, have doubtless been preserved.

where the wreaths of hair are seen to fall down on the shoulders very distinctly.* Whether this fashion was borrowed by the Norwegians from the Franks, may admit of a question; but it is remarkable how few specimens of the sort are to be traced elsewhere. Olaus Magnus says expressly that the custom of the Danes and Norwegians, like that of the Goths and Suevi, was to let their hair flow over their shoulders, but to confine it by bands when they went to battle.† He adds that they curled and poured precious ointments on it; an assertion Sperlingius will not admit; since the only ointment, he declares, these old heroes possessed, was butter, and the mode of dressing their hair was by washing it, not with perfumes, but water, and drying it in the sun. *Harald Harfager*, who ascended the throne of Norway about A. D. 866, derived his name from the length and beauty of his hair, which is said to have flowed down in thick ringlets to his girdle, and to have been like golden or silken threads.‡

The Northmen, after their settlement in Neustria, abandoned this custom, and at the time of their invasion of England, had wholly discontinued the use of long hair, beard, or moustaches. Hence they were described to Harold by his spies as an army of priests, rather than of warriors; and on William's return to the Continent, accompanied by several of the Saxons, the courtiers of Normandy are said to have been surprised at the appearance of the "crinigeros Angliæ alumnos."§ But towards the end of the eleventh century, the ancient mode was resumed, and carried to such an excess as to call down the censures of the Church. Ordericus Vitalis tells us that they curled their long locks like women; and the whole nation, what with their bushy heads and long beards, resembled stinking goats more than Christians.‖ In 1095, a decree was passed by the Council of Rouen against it, but without effect; for in 1104, Serlo, Bishop of Seez, in Normandy, publicly inveighed against this fashion before Henry I. of England; and when he had finished his discourse, the historian informs us, he took a pair of scissors from his sleeve, and, with Henry's consent, cut off the locks of the King and all his nobles. Their example was followed by the meaner attend-

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* Montf. pl. 31. Maillot, iii. 32.

† "Sed alia coma erat Septentrionalum Danorum, Norvegorum, Gothorum et Sueonum, quorum crines dorsum flagellabant, ita ut vinculis coerceri deberent, cum ad pugnas aut prælia pergerent."—L. 8. c. 14. p. 208. Sperlingii Collectanæ, MSS. Add. 5184, f. 134.

‡ Torf. Hist. Norv. lib. i. cap. 13.

§ Ord. Vit. l. 8, p. 507, ap. Du Chesne.

‖ "Barbaricum morem in habitu et ritu tenebant. Nam capillos à vertice in pontem discriminiabant, longos crines velut mulieres nutriebant et summopere curabant.—Sincipite scalceati sunt ut fures, occipite autem prolixas nutriunt comas, ut meretrices. Crispant crines calamistro. Nunc pæne universi populares criniti sunt et barbatuli."—Ib. l. 8, p. 682.

ants; and the ringlets, just before prized so highly, says the monk, were trodden under foot like the vilest refuse.* This custom, however, of plaiting the hair in long wreaths, was certainly preserved in France in the twelfth century, as is apparent from the curious illuminations prefixed to the French Psalter of that period in MS. Cott. Nero, c. iv., where it is very visible, and we have an instance of the tri-furcated beard in one of the Knights of these Chess-men. The same mode was carried by the Northmen into Sicily, as appears from the poem of Petrus D'Ebulo, composed in the year 1196, the original MS. of which, preserved in the public library of Basle, offers to us the figure of Roger, Count of Andria, with his hair similarly disposed.† The Norwegians retained the ancient mode of their forefathers; and there is perhaps no other similar illustration extant which so completely shows the peculiarity thus maintained as the Chess-Kings we are describing.

(*To be continued in our next Number.*)

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* "Amicam dudum cæsariem ut viles quis quilias pedibus conculcarent."—Ord. Vital. l. 11, p. 816. See also Mailliot, vol. iii. p. 73.

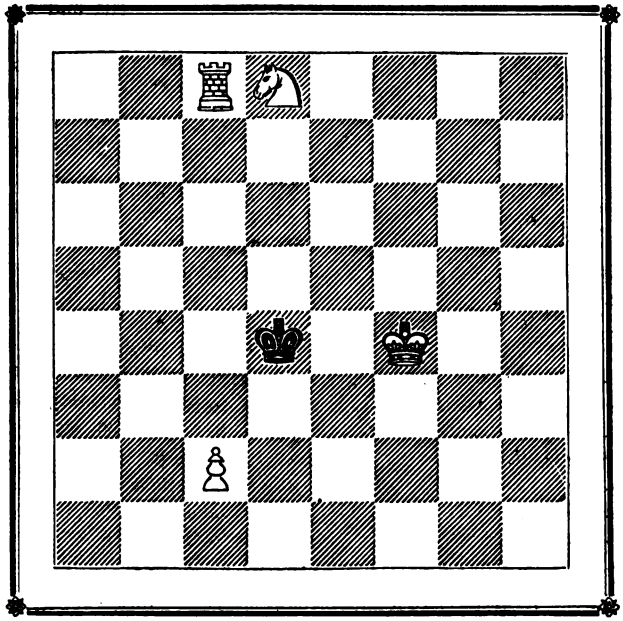
† Petri D'Ebulo de Motibus Siculis, 4to. Bas. 1746.

PROBLEM, No. 24.

For this ingenious Study we are indebted to the Rev. H. BOLTON.

White to play, and mate in seven Moves.

Black.



White.

GAME LX.

Well played Game, between Mr. ST—N and Mr. E. W., one of the best Players in the Bristol Chess Club; the former giving a Pawn and two Moves.—*Black's K. B. P. must be taken off the board.*

White. (Mr. W.)	*Black.* (Mr. ST—N.)
1. K. and Q. P. two	1. Q. Kt. to B. third
2. K. B. to Q. third	2. K. P. two (*a*)
3. K. Kt. to B. third	3. Q. P. one
4. K. B. to Q. B. fourth	4. Q. B. to K. Kt. fifth
5. K. R. P. one	5. B. takes Kt.
6. Q. takes B.	6. Q. to K. B. third
7. Q. to Q. Kt. third (*b*)	7. Castles on Q.'s side
8. B. takes K. Kt.	8. Kt. takes Q. P.
9. Q. to K. B. seventh	9. Kt. takes Q. B. P. (check)

(*c*) Threatening to win the Queen next move, by playing Q. B. to K.'s fifth.

(*d*) Black's play throughout is remarkable only for a carelessness and want of vigour, not frequently observable in this Amateur's games.

GAME LXII.

Lively Game, between Mr. St—n and a Member of a leading Provincial Chess Club; Mr. S. giving the *King's* Knight.*

Black. (Mr. St—n.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. B. takes P.
4. K. B. P. two	4. P. takes P.
5. Castles	5. K. Kt. to B. third
6. Q. B. P. one	6. B. to Q. R. fourth
7. Q. P. two	7. Castles (*a*)
8. R. takes P.	8. Q. P. one
9. Q. to K. B. third	9. K. B. to Q. Kt. third
10. Q. B. to K. third	10. Q. Kt. to Q. B. third
11. Q. Kt. to Q. second	11. Q. Kt. to Q. R. fourth (*b*)
12. K. B. to Q. third	12. Q. B. P. two
13. Q. R. to K. B.	13. Q. B. P. takes P.
14. P. takes P.	14. Q. Kt. to B. third
15. K. P. one	15. P. takes K. P.
16. R. takes Kt.	16. Q. takes R.
17. K. B. takes K. R. P. (check)	17. K. to R.
18. Q. to K. R. fifth	18. Q. takes R. (check) (*c*)
19. Kt. takes Q.	19. Q. B. to K. Kt. fifth
20. Q. to K. R. fourth	20. K. B. to Q. square
21. Q. takes Q. B.	21. K. takes B.
22. Q. P. one	22. Kt. to K. second
23. Kt. to K. Kt. third	23. Kt. to K. Kt. third (*d*)
24. Kt. to K. B. fifth	24. Q. R. to Q. B.
25. K. R. P. two	25. B. to K. B. third

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* Young players frequently omit to remove from the board the piece or Pawn given by one party in the games they play over, and, consequently, finding themselves involved in difficulties, after a few moves, give up the game as irretrievably corrupt, and then complain of the want of accuracy manifested in the printing of Chess games. We beg to assure them, that, as far as this work is concerned, in ninety-nine cases out of a hundred where complaints of the kind have reached us, the fault has been attributable to the carelessness with which the writers had gone over the games; and, being of opinion that scarcely anything contributes so much to the progress of a student moderately skilled in Chess, as frequently playing through the well-conducted games of first-rate players, we are very desirous of inculcating the necessity of observing due caution in a practice so fraught with advantage.

Black. (Mr. St—n.)	*White.* (Mr. —.)
26. Q. to K. R. fifth (check)	26. K. to Kt.
27. K. Kt. P. two	27. Kt. to K. B. fifth
28. B. takes Kt.	28. P. takes B.
29. K. Kt. P. one	29. Q. R. checks
30. K. to Kt. second	30. Q. R. to Q. B. seventh (check)
31. K. to R. third	31. B. to Q. square
32. Q. P. one	32. K. R. to K. square
33. K. Kt. P. one	33. P. takes K. Kt. P.
34. Q. takes P., and wins.	

Notes to Game LXII.

(*a*) White would have played ill in taking the King's Pawn.

(*b*) This is a lost move.

(*c*) White, by playing his Queen's Bishop to K. Kt. fifth, and then taking the adverse Rook with his Queen, would have had a better game than his opponent.

(*d*) It is pretty obvious that White would have lost his Knight, had he taken the Q.'s Pawn.

GAME LXIII.

Fine Game, by the Honorary Secretary and another Member of the London Chess Club; the former giving the Queen's Rook.

White. (Hon. Sec.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. K. R. P. one
7. Castles	7. Q. Kt. to B. third
8. K. Kt. P. one	8. K. Kt. P. one
9. Q. B. takes P.	9. P. takes Kt.
10. Q. takes P.	10. Q. Kt. takes Q. P. (*a*)
11. P. takes Kt.	11. B. takes P. (check)
12. K. to R.	12. Q. to K. second
13. Q. B. to K. third	13. B. to K. B. third
14. Q. Kt. to B. third	14. Q. B. P. one
15. K. P. one	15. P. takes P.
16. Kt. to K. fourth	16. Q. B. to K. third
17. Q. B. to Q. B. fifth (*b*)	17. Q. to Q. second
18. R. to Q.	18. Q. B. to Q. fourth
19. B. takes B.	19. P. takes B.
20. Kt. takes B. (check)	20. Kt. takes Kt.

White. (Hon. Sec.)	*Black.* (Mr. —.)
21. Q. takes Kt.	21. K. R. to R. second
22. Q. takes K. P. (check)	22. Q. to K. third
23. Q. to Q. B. third (*c*)	23. Castles (*d*)
24. B. to Q. Kt. sixth (discov. ch.)	24. Q. to Q. B. third
25. B. takes R.	25. K. takes B.
26. Q. to Q. R. fifth (check)	26. K. to Q. B.
27. Q. takes Q. P.	27. Q. takes Q.
28. R. takes Q.	28. K. to B. second
29. K. to K. Kt. second	29. Q. R. P. one
30. K. to B. third	30. K. R. P. one
31. K. to B. fourth	31. K. B. P. one
32. K. to B. fifth	32. R. to R. third
33. R. to Q. second	33. Q. Kt. P. two
34. R. to K. second	34. K. to Q. second
35. R. to K. sixth	35. K. R. P. one
36. K. Kt. P. one	36. K. R. P. one
37. R. takes K. B. P.	37. R. takes R. (check)
38. K. takes R.	38. K. to K. square
39. K. to K. Kt. seventh	39. Q. R. P. one
40. K. to K. R. seventh, and wins the game (*e*).	

Notes to Game LXIII.

(*a*) An uncalled-for sacrifice.

(*b*) Cleverly played.

(*c*) Threatening to gain the Queen by playing R. to K.

(*d*) This is not the mode of play best calculated to lessen Black's embarrassment.

(*e*) The game throughout is very skilfully conducted by the first player.

GAME LXIV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 12th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one (*a*)	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. K. Kt. to B. third	6. K. B. to Q. third
7. Castles	7. Castles
8. Q. B. to K. Kt. fifth	8. K. R. P. one
9. Q. B. to K. R. fourth	9. K. Kt. P. two

White. (M. De la B.)	*Black.* (Mr. M'D.)
10. Q. B. to K. Kt. third	10. Q. B. to K. Kt. fifth
11. Q. Kt. to B. third	11. Q. Kt. to B. third
12. Q. to Q. third (*b*)	12. K. to Kt. second
13. K. Kt. to K. fifth	13. B. takes Kt.
14. P. takes B.	14. Kt. to K. R. fourth
15. Kt. to Q. fifth	15. Kt. takes B.
16. Q. takes Kt.	16. B. to K. R. fourth
17. K. B. P. two	17. Kt. to Q. R. fourth
18. Q. Kt. P. one	18. Kt. takes B.
19. P. takes Kt.	19. Q. B. P. one
20. Kt. to K. B. sixth	20. Q. to Q. fifth (check)
21. K. to R. square	21. B. to K. Kt. third
22. Q. R. to Q. (*c*)	22. Q. takes Q. B. P.
23. K. B. P. one	23. B. to K. R. second
24. Kt. to Q. seventh	24. K. R. to Q.
25. K. P. one	25. K. B. P. one
26. Q. to Q. B. seventh	26. K. R. to Q. B. square
27. Q. takes Q. Kt. P.	27. Q. to Q. Kt. fourth
28. Q. R. to Q. Kt.	28. Q. takes Q.
29. Q. R. takes Q.	29. K. to R.
30. Kt. takes K. B. P.	30. B. to K. Kt. square
31. K. R. to Q.	31. K. R. to Q. square
32. K. R. to Q. seventh	32. K. R. takes K. R.
33. R. takes K. R.	33. K. Kt. P. one (*d*)
34. K. to Kt.	34. Q. R. P. two
35. K. P. one, winning the game.	

Notes to Game LXIV.

(*a*) Writers on Chess have generally recommended the advance of King's Pawn *two* squares at this point, and we are indebted to La Bourdonnais for bringing the above move into vogue.

(*b*) Threatening a dangerous check at K.'s Kt.'s sixth.

(*c*) The concluding moves of this game are admirably played by the first player, and will amply repay the student of Chess for his labour in examining them.

(*d*) Sic in orig. !

PROBLEMS FOR YOUNG PLAYERS.

No. 15.

By R. A. B.

White.	*Black.*
K. at K.'s Kt.'s square	K. at K.'s B.'s third
Q. at K.'s R.'s fifth	Q. at Q.'s R.'s third
R. at K.'s square	R. at K.'s Kt.'s square
R. at Q.'s B.'s square	R. at Q.'s R.'s square
Kt. at K.'s fifth	B. at Q.'s B.'s square
Kt. at Q.'s sixth	Kt. at Q.'s Kt.'s square
Pawns at K.'s R.'s second, K.'s Kt.'s second, K.'s B.'s second, Q.'s R.'s second, Q.'s Kt.'s second, and Q.'s B.'s sixth	Pawns at K.'s Kt.'s third, K.'s Kt.'s fourth, K.'s B.'s fourth, and Q.'s R.'s fifth

White to play, and mate in six moves.

This position occurs in Game No. 8, between M. De la Bourdonnais and Mr. M'Donnell.—(See "Chronicle," No. 10, p. 151, White's 22nd move.)

No. 16.

By the same.

White.	*Black.*
K. at K.'s Kt.'s square	K. at Q.'s R.'s second
Q. at K.'s R.'s third	Q. at K.'s B.'s sixth
R. at Q.'s Kt.'s sixth	R. at K.'s Kt.'s square
B. at Q.'s second	Pawns at K.'s R.'s second, Q.'s fourth, and Q.'s B.'s fourth
Pawns at K.'s R.'s second, K.'s Kt.'s third, and Q.'s R.'s fourth	

White to play, and give mate in six moves.

See Game No. 1, of the Match between Madras and Hyderabad, published in the third Number of our "Chronicle."

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "Chronicle."

No. 13.

White.	*Black.*
1. Kt. to K.'s sixth	1. R. to K. B.'s second
2. R. to B.'s fifth	2. R. P. one
3. R. takes R.	3. Kt. takes R.
4. Q. to B.'s eighth (check)	4. K. to R.'s second
5. Q. takes P. (checkmate).	

No. 14.

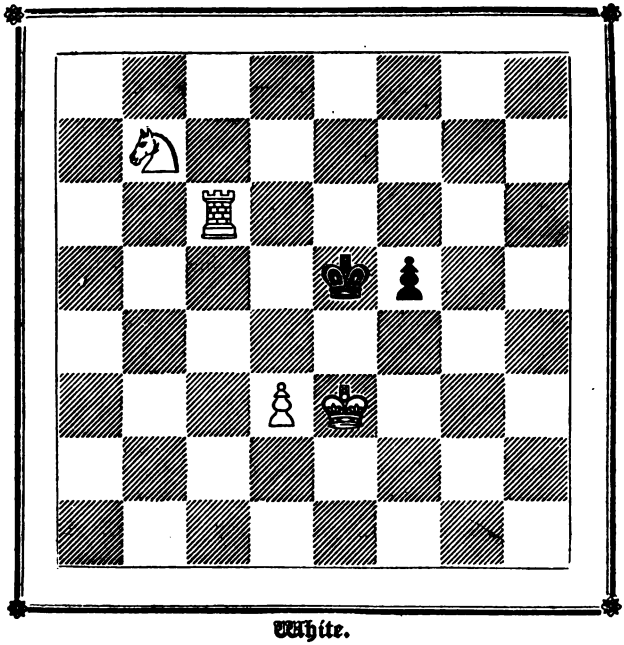
White.	*Black.*
1. R. takes P. (check)	1. K. to Q. Kt.'s square
2. R. takes P. (check)	2. K. takes R.
3. R. to Q.'s seventh (check)	3. K. to Q. B.'s or Q. Kt.'s sqr.
4. Q. to Q. B.'s, or to Q.'s sixth (check)	4. K. where he can
5. Q. mates.	

PROBLEM, No. 25.

By Herr K—G, a skilful German Amateur.

White, playing first, mates in seven Moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"T. R. B., MANCHESTER."—In the second letter, our Problem, No. 20, is correctly solved; and the solution to No. 12, of the "Problems for Young Players," is equally successful; but "T. R. B." is mistaken in believing, that in No. 11 of the same series, checkmate can be effected in less than four moves.

We have received two interesting games, just played by correspondence, between two fine players, resident at Clifton, which shall appear in due time. We have to acknowledge also the receipt of an epistle from some friendly correspondent, whose initials are not decipherable, containing a clue for obtaining a series of valuable games, which were played some years since, by De la Bourdonnais, Boncourt, Mouret, and others, the *élite* of the Parisian "Cercle des Echecs." Will he favour us by again writing at his earliest convenience?

"A YOUNG CHESS PLAYER, BRISTOL."—The solutions are correct.

"X. Y., RIES'S GRAND DIVAN."—The games recently played between Kiezericki and three or four of the leading Chess players in France will appear immediately.

"LEEDS *v.* LIVERPOOL."—The games in this match, which were forwarded to our publisher's, have been mislaid, or, as promised, they should have appeared.

"M."—Algaier and Mendheim are both living. The latter is an active member of the Berlin Chess Club; and, on the termination of the match between the Clubs of Berlin and Posen, he was presented, by the former, with a splendid silver cup, in testimony of their appreciation of his services.

"P., HUDDERSFIELD CHESS CLUB."—Thanks for the promised co-operation.

"L. G., MONMOUTH."—Apply at once to Mr. Goode, "EUROPEAN CHESS ROOMS," Ludgate Hill. A collection of Mr. Bolton's unrivalled Chess Problems is much wanted, and in making it, L. G. may rely on our assistance.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By Sir Frederick Madden, F.R.S.

(*Continued from p.* 208.)

I have but few remarks to make on the dress of the Bishops, which is almost the same as in the 10th century, and may be compared with those delineated on the seals of Stephen, A. D. 1162—1185, and of Olaus I., A. D. 1198—1200, Archbishops of Upsala;* and also with the ornaments of Absalon, Archbishop of Lunden and Primate of Sweden, A. D. 1178—1202, preserved in the Royal Museum at Copenhagen.† The mitre and crosier of the latter will be found to agree very exactly with those of the Chess-men. The former, we are told, was called by the Norwegians *Biscops-Lue*, with which the prelates were invested by the Pope, from the time of Sergius, A. D. 845.‡ The crosier is made of the horn of the narwal, and measures four feet and a half in length. This material was very generally employed for such a purpose in the North, and succeeded the wooden crosiers used at an earlier period.§ Among the Archbishop's ornaments is also a zone of leather, about the width of an inch, and fastened by a buckle made of bone, with a figure carved on it.‖ Such belts were worn both by the laics and clergy; and were sometimes ornamented with laminæ of bone. Wormius mentions such a one in his possession, made of silk, with square pieces of bone attached, cut out of the teeth of the walrus, one of which formed the fibula, which had a silver tongue (*toorn*). He believes this to have been worn as a remedy

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* Monumenta Ullerakerensia à Peringskiold, fol. 1719, pp. 129, 130. The monument of Henry, Bishop of Upsal, A. D. 1148—1157, in which he is represented with a tall mitre and crosier, elaborately ornamented, is evidently of a later period; as are also the paintings around the tomb of King Erie, in the cathedral at Upsal. See Peringskiold, *Attalar för Swea och Götha Konunga Hus*, fol. Stockh. 1725. *Monumenta Ullere Karensia*, p. 48; and *Monumenta Sueo Gothica*, fol. 1710, pp. 185, 191, 203. The Frankish bishops at the end of the seventh century wore beards, as appears from the figure of S. Leger, Bishop of Autun, apud Montf. i. pl. 31; and from Sidonius, Ep. 24. In the twelfth century they are also thus represented. See MS. Cott. Nero, c. iv.; and Strutt's Dresses, vol. i. fol. 25.

† Museum Regium, pt. ii. § iii. 1—13, ed. Laurentzen.

‡ Huitfeldii Chron. Dan. pp. 25, 26.

§ Mus. Reg. pt. ii. § iii. 3. Archbishop Absolon also used a crosier of gilt copper, ornamented with a border, but this is not of so ancient a character as the former.

‖ Ib. 12. It is engraved, Tab. i. 12.

against the cramp or cholic.* These notices may serve to illustrate the curious buckle discovered together with these Chess-men: the tongue turns on a copper wire, inserted through the bone, and is, even at present, quite flexible.

The figures of the Knights and Warders present very curious examples of the military costume of the twelfth century; and it will be necessary to enter a little diffusely into the history of the armour, both offensive and defensive, used by the nations of the North, in order to show that these Chess-pieces answer very well to the descriptions given by historical authorities. The warlike propensities of all the children of Odin's race are too well known, from their conquests, to be dwelt on here. In very early times their weapons probably consisted only of an axe, a sword, or a spear; and their helmet or coat of mail was but rarely used, and only by the highest in rank among them. Such is the account given us of the Franks by Agathias, in the sixth century,† and it will equally apply to any other branches of the Gothic tree. But the constant warfare in which these people were engaged, and the communication opened to them with the Romans, and subsequently with the Eastern world, by degrees caused the same means of defence to be adopted in battle, as used by more polished nations. Olaus Magnus speaks thus in general terms of the early armour in use among them. "Anciently," says he, "they wore heavy helmets, rudely fashioned, according to the art of the age, and thick tunics, made either of iron, leather, or felt, lined with linen and wool; also iron pieces for the arms, and gloves; they carried in their hands massive spears.‡ But in the twelfth century various notices are to be gleaned from contemporary writers, which enable us to judge more accurately of the several parts of their armour. Thus in the ancient laws of Helsingea, whoever had attained the age of eighteen, was obliged to possess five sorts of warlike equipment, *viz.* a sword (*sverd*), or axe (*oxe*), a helmet or iron hat (*jernhatt*), a shield (*skiöld*), a tunic of mail (*bryniu*), or a wambais (*musu*). So also, by the laws of Gula, said to have been originally established by King Hacon the Good, in 940, whoever possessed the sum of six marks besides his clothes, was required to furnish himself with a red shield, of two boards in thickness (*skiöld raud tuibyrding*), a spear (*spiot*), an axe (*oxe*), or a sword: he who was worth twelve marks, in addition to the above, was ordered to procure a steel cap (*stál-hufu*); whilst he who was worth eighteen marks was obliged to have a double red shield, a helmet, a coat of mail or gambeson (*bryniu*, or *panzar*), and all the usual military

* Mus. Worm. p. 377.

† Lib. i. p. 40.

‡ "Habebant olim cassides graves, non satis politâ manu juxta rudem illam ætatem fabricatas, præterea thoraces spissos, partim ferreos, partim coriaceos, partim filtrinos, lino lanaque consuta; simili modo brachialia ferrea et manuum chirothecas. Ferrebant et densas hastas."—p. 336.

weapons (*folkvopn.*)* In such a state of society, it may easily be inferred that the utmost attention was paid to the fabrication of various species of armour, for which the natural product of the mines in Norway and Sweden yielded such facilities; and hence the well-known stories of the smith Veland (*Volundr*), and of the *Duergar*, who forged weapons for the heroes in the recesses of the earth, or in *Valhalla.*†

Hence also the numerous poetical epithets occurring in the Scaldic poems of the different parts of a warrior's dress,‡ and the frequent descriptions of armour introduced into Snorre, Sturleson, and the Sagas.

In the history of King Hacon the Good (A. D. 937—963), surnamed *Adelstein's Fostra*, from having been brought up in the court of King Athelstan of England, we read, cap. 28, "The King put on a tunic of mail (*brynio*), girded round him his sword, called *Kuernbit* (mill-stone-biter), and set on his head his gilded helmet (*hialm gullrodinn*). He took a spear (*kesio*) in his hand, and hung his shield (*sciölld*) by his side."§ So also, in describing the battle of Sticklastad, where King Olaf, of Norway, called the *Saint*, was slain, A. D. 1030:—"Olaf was armed in the following manner: he wore a golden helmet (*hiallm gullrodinn*); in one hand he bore a white shield (*hoitann skiölld*), and in the other a spear (*kesio*), which is now preserved at the Temple of Christ (at Nidros). Around him was girded his sword, called *Hneyter*, the hilt of which was of gold, and the edge exceedingly trenchant. On his body he had a tunic of ring-mail (*hringa-brynio.*)"‖ And in Magnus Barfot's *Saga*, cap. 26, on the eve of the fatal contest in Ulster, where the monarch was killed, and his army defeated by the Irish, A. D. 1103, Snorre tells us, "the King was armed with a helmet (*hialm*), and a red shield (*raudon skiölld*), on which was depicted a golden lion. He was girt with a most sharp sword, called *Leggbitr*, the hilt of which was made of the tooth of the Rosmar,¶ and ornamented with gold. He held a spear (*kesio*) in his hand, and over his tunic (*skyrto*) he had a surcoat of red silk (*silki-hiup raudan*),

* V. Reehielm's notes to Thorsten's *Viikingssons Saga*, cap. x. p. 78, 12mo. Lips. 1680, and compare with the similar laws passed by Henry II., ap. Hovedon, sub a°. 1181, p. 614, ed. Francof. 1601. Previous to the introduction of Christianity, the people of the North, like the Germans, always carried arms about with them. But these manners were subsequently so changed, that among the Icelanders, about A. D. 1159, we read the security was such, that men no longer went with weapons to a public meeting, and scarcely more than a single helmet could be seen at a judicial assemblage. *Kristendom's Saga*, c. xiv. 8vo. Hafn. 1773.

† Bartholin. Antiq. Dan. pp. 569, 570, 4to. Hafn. 1689.

‡ Compare Thorkelin's Index to Beowulf, (9th cent.) sub. vv. *Arma, Clipeus, Galea, Gladius, Hasta, Lorica, Securis, Telum.*

§ Heimskringla, i. 155, ed. Schöning.

‖ Ib. ii. 352.

¶ Rothe, de Gladiis Veterum, imprimis Danorum, p. 28, 12mo. Havn. 1752. Note of Bussæus on the Periplus Ohteri, § v. ad calc. *Arii Sched.* 4to. Havn. 1733.

bearing before and behind the image of a lion in gold."* Nearly similar to this is a passage in King Sverrer's *Saga* [A. D. 1177—1202], cap. 163, written by Charles, Abbot of Thingore, in Iceland, and others, from the narrative of the King himself, where Sverrer's armour is thus described:—"He was habited in a good tunic of mail (*brynia*),† above it a strong gambeson (*panzara*), and, over all, a red surcoat (*raudan kiup*);‡ with these he wore a wide helmet of steel (*vida stálhufu*), similar to those worn by the Germans; and beneath it a mail cap (*brynkollu*),§ and a linen hood (*panzara-hufu*). By his side hung a sword, and a spear (*kesiu*)‖ was in his hand."¶

But as the testimony of Snorre, in three of the above passages, may be impugned, on the plea that his history was composed at a later date than the period referred to,** and therefore his descriptions are taken from the mode of his own time, I shall produce two other authorities less liable to be called in doubt; the author of the *Kongs-Skugg-sio*, or *Speculum Regale*, who certainly wrote in the latter half of the twelfth century, and Giraldus Cambrensis, who was an eye witness of the transactions of the Danes in Ireland, between the years 1170—1180. The former, in his directions to his son, concerning military exercises and choice of weapons, bids him, when combating on foot, to wear his heavy armour, to wit, a tunic of mail (*brynio*), or thick gambeson (*thungann panzara*), a strong shield (*skiöld*) or buckler (*buklard*), and a heavy sword (*sverd*).†† In naval actions, he says the best weapons are long spears, and for defence gambesons (*panzarar*), made of soft and well dyed linen cloth (*af blautum lereptum ok vel svartadum*), together with good helmets (*kialmar*), pendant steel caps (*hangandi stalhufur*), and broad shields.‡‡ His direction for a Knight's equipment is more minute, and is worthy particular attention, as illustrative of our subject:—"Let the horseman," he writes, "use this dress: first, hose made of soft and well prepared linen cloth,

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* Rothe, de Gladiis Veterum, imprimis Danorum, p. 227.

† Other copies read *harnisk*, which is synonymous with *brynio* in *Spec. Reg.* p. 405.

‡ In other copies it is added that the King's arms were on his surcoat (*vaabenkappe*). See note to Spec. Reg. p. 402.

§ Al. *Kalot*, a leather cap.

‖ Al. *Spyd*.

¶ Noregs Konunga Sögor, iv. 298, fol. 1813.

** Snorre was born in 1178, and died A.D. 1241; but his history is compiled from earlier and authentic sources, and with regard to the life of King Olaf Tryggvason, we possess the originals from which he drew, *viz.* the life of that monarch, written by Oddr and Gunlaugr, monks of the monastery of Thingore in Ireland, the former of whom died in 1200, and the latter in 1210. See the Preface to *Sevris Saga*, and Reehielm's edition of Oddr, 4to. Ups. 1691. The text of Gunlaugr was printed at Skalholt, 4to. 1689, and has been recently republished at Copenhagen. See also Mr. Wheaton's interesting volume on the History of the Northmen, pp. 99, 109.

†† Spec. Reg. p. 375.

‡‡ Ib. p. 400.

which should reach to the breeches belt (*broka-belltis*); then above them good greaves of mail (*brynhosur*), of such a height that they may be fastened with a double string. Next, let him put on a good pair of breeches (*bryn-brœker*) made of strong linen, on which must be fastened caps for the knees (*knebiargir*), made of thick iron, and fixed with strong nails. The upper part of the body should first be clothed in a soft linen vest (*blautann panzara*), which should hang to the middle of the thigh; over this a good breast defence (*briost biorg*) of iron, reaching from the bosom to the breeches-belt; above that a good tunic of mail (*brynio*) and over all a good gambeson (*panzara*) of the same length as the tunic, but without sleeves. Let him have two swords (*sverd*), one girded round him, the other suspended at his saddle-bow; and a good dagger (*bryn kuif*). He must have on his head a good helm, made of tried steel, and provided with all defence for the face (*ok buinn met allri andlitz biaurg*); and a good thick shield suspended to his neck, especially furnished with a strong handle (*skialldarfetli*); lastly, let him have a good and pointed spear (*kesiu*) of tried steel with a strong shaft."*

The passage in Giraldus I refer to, is that in which he describes the descent of the Norwegians, under Hasculph, to attack the city of Dublin, then defended by Milo Cogan, about the year 1172, as follows: "A navibus igitur certatim erumpentibus, duce Johanne, agnomine *the wode*, quod Latine sonat insano vel vehementi, viri bellicosi Danico more undique ferro vestiti, alii loricis longis, alii laminis ferreis arte consutis, clipeis quoque rotundis et rubris, circulariter ferro munitis, homines tam animis ferrei quàm armis, ordinatis turmis, ad portam orientalem muros invadunt."† In the course of the battle he speaks of a Dane's legs being cut off, clothed on both sides with iron, "cum panno loricæ," which proves that a linen gambeson or breeches were worn under the mail, as described by the author of the *Speculum*. Keeping, therefore, these passages in view, it will perhaps be the best mode of inquiry, to take each portion of the armour worn by these figures separately, and to offer such remarks on each as may suggest themselves.

The helmets are chiefly conical, either with or without a nasal, and many of them exhibit a great peculiarity in having pendant flaps attached to protect the ears and neck (*oreillettes*) which were in all likelihood flexible. Of this form, no other instances have occurred to me in the manuscripts or monuments of France or England; but it is unquestionably of Asiatic original, and must have been brought into Europe at the period of the great Gothic invasion, or, what seems more probable, have been copied by the Northmen during their expeditions to the East. A helmet

* Spec. Reg. pp. 406, 505.

† Quoted from a very fine *MS.* of the time of John, in the possession of Sir Thomas Phillips, Bart., which contains some curious illuminations of the costume of the Irish at that period which deserve to be engraved.

of nearly similar shape is ascribed to the ancient Sarmatians, from being found on the reverses of the coins of Marcus Aurelius and Antoninus Pius.* A passage also in Ammianus Marcellinus seems to point to the same sort of helm, when, speaking of the Persians, he says, that they so completely covered the face, as to render it impossible for a dart to penetrate, except through the openings left for the sight and breath.† This fashion has been preserved to a very recent period in India and China; and in the collection of armour belonging to Llewellyn Meyrick, Esq., at Goodrich Castle, is an example of a helmet made of buffalo's hide, boiled in oil, manufactured, it is conjectured, for the Rajah of Guzerat, which shows perfectly the three appendages so strongly defined on several of the Chess figures.‡ Of this nature were probably the *kangandi stálkufar*, mentioned in the *Speculum;* and, as Einerson remarks, they were apparently provided with *kind-skiœrm* or defence-pieces for the cheeks, called *Kinn-biorg*. When deprived of these flaps, the conical helmet with a nasal perfectly resembles those on the Bayeux tapestry, and various other monuments of the eleventh and twelth centuries, and was most frequently worn, as in the instances of the Warders, over the hood of mail.§ To this conical shape, the term of *ha-seimda hialma*, used in the *Lodbrokar Quida*,‖ seems to apply, and proves the antiquity of its use among the nations of the North. Sir Samuel Meyrick informs us that the *chapel de fer*, or plain conic helmet, was introduced into England in the time of Rufus; and that the nasal (called *nefbiorg*,¶ by the Scandinavians) fell into disuse towards the middle of the twelfth century.**

(*To be continued in our next Number.*)

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* Mailliot, tom. ii. pp. 436, 437.

† Lips. de Mil. Rom. Opp. tom. iii. p. 140, 8vo. Vesal. 1675. Compare Meyrick's Illustrations of Ancient Armour, vol. ii. fol. 135—140.

‡ Illustrations of Ancient Armour, vol. ii. fol. 141.

§ See Montfauc. Monum. i. fol. 32, 50. MS. Cott. Calig. A. vii. Nero, c. iv., and Chart. Y. 6. Ured. Sigill. Com. Flandr. P. D'Ebulo de Motib. Siculis, Strutt's Dresses, fol. 43, &c.

‖ Ed. Johnstone, 12mo. 1783. "Then, while our tempered steel sung on the *high-seamed helm*, the wolves found a rich repast."

¶ When King Magnus Barefoot of Norway [1093—1103] led his forces to Britain, he was opposed, opposite the Isle of Anglesey, by two Earls, Hugh the Proud and Hugh the Fat. The King shot an arrow against the former, and at the same moment another arrow was launched in the same direction by one of his followers. The Earl was so enveloped in mail (*allbrynjathur*) that no part was exposed but his eyes, and both the arrows striking at once on the Earl's face, one of them broke his nasal (*nefbiorg hialmsius*) whilst the other perforated the eye and brain so that he dropt down dead.—*Saga Magn. Burf.* c. ii.

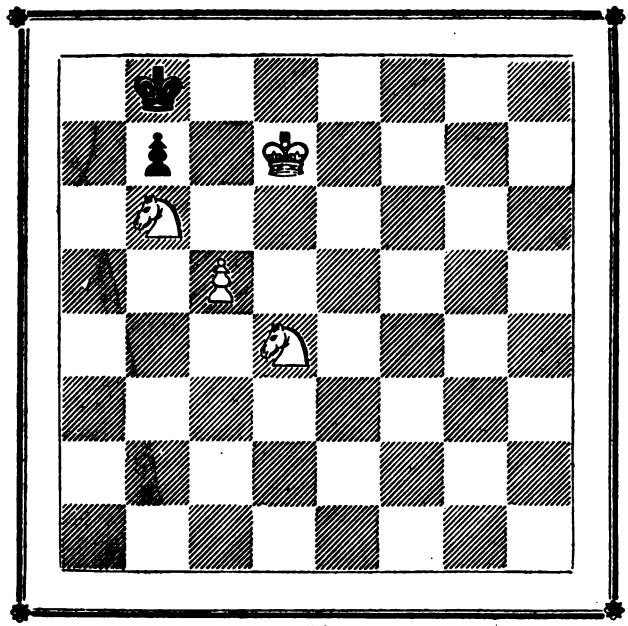
** Meyrick's Ancient Armour, vol. i. p. 37. In the MS. executed by order of Anselm, Abbot of St. Edmund's, who died in 1148, the English are drawn in conical helmets without nasals. The nasal was partially revived about the year 1200. See Meyrick, p. 104, and P. D'Ebulo de Mortib. Siculis, 4to.

PROBLEM, No. 26.

Masterly Specimen of Pion Coiffé, by the Rev. H. BOLTON.

White engages to effect Checkmate *with the Pawn*, in seventeen Moves, *without capturing the adversary's Pawn*.

Black.



White.

GAME LXV.

Recently played between M. ST. AMANT and the President of the Liverpool Chess Club.—*The former giving the Pawn and two Moves.*

White. (Mr. M.)	*Black.* (M. St. A.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. two
3. Q. B. P. one (*a*)	3. P. takes P.
4. P. takes P.	4. Q. Kt. to B. third
5. K. P. one	5. Q. to Q. Kt. third
6. Q. to K. R. fifth (check)	6. K. to Q.
7. K. Kt. to K. second	7. K. Kt. to K. second
8. Q. to K. Kt. fourth (*b*)	8. Q. to Q. Kt. fifth (check)
9. Q. B. to Q. second	9. Q. Kt. takes K. P.

White. (Mr. M.)	*Black.* (M. St. A.)
10. Q. B. takes Q.	10. Q. Kt. takes Q.
11. Q. Kt. to Q. second	11. K. Kt. to Q. fourth
12. Q. B. to his third	12. Q. Kt. P. one
13. K. R. P. one	13. Q. Kt. to K. B. third
14. Castles on King's side (*c*)	14. K. Kt. P. two
15. Q. R. P. two	15. Q. B. to Q. Kt. second
16. Q. R. P. one	16. K. R. P. two
17. Q. R. P. takes P.	17. Q. R. P. takes P.
18. Q. R. takes R.	18. B. takes R.
19. K. R. to Q. R. square	19. Q. B. to Q. Kt second
20. R. to Q. R. seventh	20. K. to Q. B. square
21. K. B. to Q. R. sixth	21. B. takes B.
22. R. takes B.	22. K. to Q. Kt. second
23. R. to Q. R. square	23. K. Kt. P. one
24. K. R. P. one	24. K. B. to Q. third
25. K. Kt. P. one	25. R. to Q. B. square
26. R. to Q. R. fourth (*d*)	26. Q. Kt. P. one
27. R. to Q. R. square	27. Q. Kt. P. one

AND THE FIRST PLAYER RESIGNS.

Notes to Game LXV.

(*a*) It is not good play to defend this Pawn thus. He should have advanced King's Pawn one step, played Kt. to K. B.'s third, or taken the proffered Pawn; if the last, his adversary could not have taken Pawn with his King's B., because the Queen, by checking, would have won the piece: to recover the Pawn, he must, therefore, have checked with his Queen, and then have taken the Pawn with her, which would not have given him a favourable game.

(*b*) This was not well played, since it enabled Black to gain a valuable Pawn, and an improved position.

(*c*) As a general rule, it is not advisable to Castle after the Queens are exchanged.

(*d*) It was difficult for White to avoid losing something, play as he might, and this move rendered it impossible.

GAME LXVI.

Spirited Game, recently played between two strong Players, at Berlin.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one

White.	*Black.*
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. K. P. one	7. Q. takes P.
8. Q. P. one	8. K. B. to R. third
9. Q. B. to Q. second	9. K. Kt. to K. second
10. Q. Kt. to B. third	10. Q. B. P. one
11. Q. R. to K. square	11. Q. to Q. B. fourth (check)
12. K. to R. square	12. Q. P. two
13. Q. to K. R. fifth	13. Q. to her third
14. K. B. takes Q. P.	14. Castles
15. K. B. to Q. Kt. third	15. Q. to K. Kt. third
16. Q. to Q. B. fifth	16. K. Kt. to K. B. fourth
17. Q. B. takes P.	17. K. B. takes B.
18. K. R. takes B.	18. K. Kt. to its second
19. Kt. to K. fourth	19. K. Kt. to K. third
20. K. B. takes K. Kt.	20. Q. B. takes K. B.
21. Kt. to K. B. sixth (check)	21. K. to Kt. second
22. Q. R. takes Q. B.	22. K. B. P. takes R.
23. Kt. to K. R. fifth (check)	23. K. to R. third
24. R. takes R.	24. Q. takes Kt.
25. R. to K. B. sixth (check)	25. K. to Kt. second
26. Q. checkmates.	

GAME LXVII.

Played between the Honorary Secretary of the London Chess Club and a strong Metropolitan Player.

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. to B. third	4. Q. P. one
5. K. R. P. one	5. K. B. P. two
6. P. takes P.	6. Q. B. takes P.
7. Q. P. one	7. K. Kt. to B. third
8. Q. B. to K. Kt. fifth	8. K. R. P. one
9. K. Kt. to K. R. fourth	9. Q. B. to K. R. second
10. B. takes K. Kt.	10. Q. takes B.
11. K. Kt. to B. third	11. Kt. to K. second
12. Q. R. P. one	12. Q. B. P. one
13. Q. to K. second	13. Castles on Q.'s side
14. Castles on Q.'s side	14. K. B. to Q. Kt. third
15. Kt. to Q. R. fourth	15. Q. B. to K. Kt. square
16. Kt. takes B. (check)	16. Q. R. P. takes Kt.
17. B. takes B.	17. K. R. takes B.

Black. (Mr. —.)	*White.* (Hon. Sec.)
18. K. R. to K. square	18. Kt. to Q. fourth
19. K. Kt. P. one	19. Q. R. to K. B. square
20. Kt. to K. R. fourth	20. K. Kt. P. two
21. Q. to K. Kt. fourth (check)	21. K. to Q. B. second
22. Kt. to K. Kt. second	22. Q. takes K. B. P.
23. K. R. to K. second	23. Q. to B. sixth
24. Q. to K. fourth	24. Q. takes K. Kt. P.
25. Q. to K. R. seventh (check)	25. K. to Q. Kt. square
26. Q. takes K. R. P.	26. Q. R. to K. B. third
27. Q. to K. R. seventh	27. K. R. to K. B. square
28. Q. to K. fourth	28. Q. R. to K. B. eighth
29. K. R. to K.	29. Q. R. takes K. R.
30. R. takes R.	30. R. to K. B. seventh

And the game, after several moves, was won by the second player.

GAME LXVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 13th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. Q. Kt. to Q. B. second	7. Q. to Q. Kt. third
8. Q. P. two	8. Q. B. P. takes P.
9. Q. B. P. takes P.	9. K. B. checks
10. Kt. takes B.	10. Q. takes Kt. (check)
11. K. to K. B. second (*a*)	11. Castles
12. Q. R. P. one	12. Q. to Q. Kt. third
13. K. to Kt. third	13. Kt. takes Q. P. (*b*)
14. Kt. takes Kt.	14. Q. takes Kt.
15. Q. takes Q.	15. Kt. to K. B. fourth (check)
16. K. to R. third	16. Kt. takes Q.
17. Q. Kt. P. two	17. K. B. P. takes P.
18. K. B. P. takes P.	18. Kt. to Q. B. third
19. Q. B. to Kt. second	19. K. R. to K. B. seventh
20. Q. R. to Q. Kt.	20. B. to Q. second
21. K. B. to Q. third	21. Q. R. to K. B. square
22. K. R. to K. B. square	22. Q. R. P. one
23. K. to Kt. third	23. R. takes R.

Black. (Mr. M'D.)	*White.* (M. De la B.)
24. R. takes R.	24. R. takes R.
25. B. takes R.	25. Kt. to K. second
26. K. B. to Q. third	26. B. to K. square
27. K. to B. fourth	27. B. to K. Kt. third
28. K. B. to K. second	28. B. to K. fifth
29. K. Kt. P. one	29. K. to B. second
30. K. B. to Q. square	30. K. R. P. one
31. K. R. P. two	31. Kt. to K. B. fourth
32. K. R. P. one	32. Kt. to K. second
33. K. Kt. P. one	33. K. to his square
34. Q. B. to Q. fourth	34. K. Kt. P. one
35. K. R. P. takes P.	35. Kt. takes P. (check)
36. K. to Kt. third	36. B. to Q. sixth
37. B. to Q. R. fourth (check)	37. K. to K. second
38. B. to Q. square	38. K. to K. B. second
39. B. to Q. R. fourth	39. Kt. to K. second
40. K. to R. fourth	40. Q. Kt. P. two
41. K. B. to Q. square	41. Kt. to Q. B. third
42. B. to Q. Kt. second	42. K. to Kt. third
43. K. to Kt. third	43. Q. R. P. one
44. Q. Kt. P. takes P.	44. Kt. takes P. at Q. R. fourth
45. K. to B. fourth	45. Kt. to Q. B. fifth
46. Q. B. to his square	46. B. to Q. Kt. eighth
47. B. to Q. Kt. third	47. B. to Q. sixth
48. B. to Q. square	48. K. to B. second
49. B. to Q. Kt. third	49. Q. P. one
50. Q. R. P. one	50. P. takes P.
51. B. takes P.	51. K. to his second
52. B. to Q. Kt. third	52. Kt. to R. fourth
53. B. to Q. square	53. B. to K. Kt. third
54. Q. B. to Q. second	54. Kt. to Q. B. fifth
55. Q. B. to Q. Kt. fourth (check)	55. K. to B. second
56. B. to Q. R. fourth	56. Q. P. one
57. B. to Q. B. third	57. Q. P. one
58. B. to Q. square	58. K. to K. Kt. second
59. K. to B. third	59. K. R. P. one
60. K. to B. fourth	60. K. R. P. one
61. B. to Q. fourth	61. B. to Q. Kt. eighth
62. K. to B. third	62. K. to Kt. third
63. K. to his second	63. B. to K. fifth
64. Q. B. to K. B. second	64. K. R. P. one
65. Q. B. to Kt. third	65. K. to Kt. fourth
66. Q. B. to K. R. second	66. K. takes K. Kt. P.
67. K. to K. B. second (disc. ch.)	67. K. to B. fourth
68. K. to his second	68. B. to Q. fourth
69. K. to Q. third	69. Kt. takes K. P. (check)

Black. (Mr. M'D.)	*White.* (M. De la B.)
70. K. takes Q. P.	70. Kt. to Q. B. third (*c*)
71. K. to his third	71. K. P. one
72. K. to B. second	72. B. to K. Kt. seventh
73. K. to Kt. third	73. K. to his fifth
74. K. B. to K. Kt. fourth	74. K. to his sixth
75. K. B. takes K. R. P.	75. B. takes B.
76. K. takes B.	76. P. one
77. K. to Kt. second	77. K. to his seventh
78. B. to K. B. fourth	78. Kt. to K. second
79. B. to K. Kt. fifth	79. Kt. to K. B. fourth
80. B. to K. B. fourth	

AND THE GAME WAS DECLARED DRAWN.

Notes to Game LXVIII.

(*a*) "Q. to Q.'s second" would, we think, have been safer play, although White, in that case, by playing his K. Kt. to K. B.'s fourth, instead of exchanging Queens, might have obtained a fine attacking position.

(*b*) Cleverly played.

(*c*) Had De la Bourdonnais checked with his Knight at K. B.'s sixth, it would have been extremely difficult for his opponent to save the game.

(*d*) This game exhibits to advantage the skill and patience of these distinguished "opposites," and affords abundant scope for the exercise of our young players' analytical acumen.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

Sir,—In W. G. Walker's Book, entitled "A Selection of Games at Chess, actually played in London, by the late Alexander M'Donnell, Esq.," it is stated that the 14th Game of the Match between Mr. M'Donnell and M. De la Bourdonnais was not preserved.

I send you a copy of it herewith, having myself taken it down at the time it was played.

I take this opportunity of correcting an error of Mr. Walker's, which occurs in the Preface to the above work. He there states that he gave fifty of these games to me, which I afterwards published in a small volume. Had this been true, those who know me will readily believe that I should willingly have acknowledged the gift; but the fact is, that I took all these games down myself, at the time they were played, or immediately after, and am not indebted to Mr. Walker for even one of them. The players themselves occasionally supplied me with moves, and readily permitted me to publish the games.

I am, Sir, your obedient Servant,

12, *Chatham-place, Blackfriars,*
August 2nd, 1841.

W. Lewis.

GAME LXIX.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 14th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. Q. Kt. to Q. R. third	6. K. Kt. to K. R. third
7. Q. Kt. to Q. B. second	7. Q. to Q. Kt. third
8. Q. P. two	8. Q. B. to Q. second
9. Q. Kt. to K. third	9. Q. B. P. takes P.
10. Q. B. P. takes P.	10. K. B. checks
11. K. to B. second	11. Castles with K. R.
12. K. to Kt. third	12. P. takes P.
13. K. B. P. takes P.	13. Q. B. to K. square
14. K. to R. third	14. Q. B. to K. R. fourth
15. K. Kt. P. two	15. Q. B. to K. Kt. third (*a*)
16. K. B. to K. Kt. second	16. Q. B. to K. fifth
17. K. Kt. P. one	17. K. Kt. to K. B. fourth
18. Kt. takes Kt.	18. K. R. takes Kt.
19. Q. B. to K. third	19. B. takes Kt.
20. B. takes B.	20. Kt. takes K. P.
21. K. B. to K. Kt. fourth	21. Kt. takes B.
22. Q. takes Kt.	22. Q. R. to K. B. square
23. Q. R. to K. Kt. square	23. K. B. to Q. third
24. Q. B. to his square	24. R. checks
25. K. to R. fourth	25. R. to K. B. fifth, and wins.

Note to Game LXIX.

(*a*) In this position, White, by steady play, is secure of victory; and M. De la Bourdonnais acted prudently, therefore, in not exchanging his King's Rook for the adverse Kt.—a course of play which must have led to many intricate and difficult situations.

PROBLEMS FOR YOUNG PLAYERS.

No. 17.

White.	*Black.*
K. at K. Kt.'s square	K. at his third square
R. at Q. R.'s square	R. at Q. R.'s square
R. at K. B.'s square	R. at Q. Kt.'s square
B. at K.'s second	B. at K.'s square
B. at Q. Kt.'s fourth	Kt. at Q. Kt.'s third
Pawns at K. Kt.'s second, K. R.'s second, Q. B.'s third, Q. B.'s fourth, and at Q. Kt.'s fifth	Kt. at K. Kt.'s third
	Pawns at K. R.'s third, K. Kt.'s fifth, and at K.'s fifth

White plays first, and gives Checkmate in four moves.

No. 18.

White.	*Black.*
K. at K. Kt.'s square	K. at K.'s third
Q. at Q. B.'s seventh	Q. at Q. Kt.'s eighth
B. at Q. B.'s square	R. at K. R.'s square
Pawns at K. R.'s third, K. B.'s second, K. Kt.'s fifth, Q.'s fourth, Q. B.'s third, and Q. Kt.'s fifth	Pawns at K. R.'s second, K.'s fourth, Q.'s third, Q. B.'s fourth, and Q. R.'s second

White, playing first, wins in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 15.

White.	*Black.*
1. Kt. to K.'s eighth (check)	1. R. takes Kt. or (A) or (B)
2. Q. takes Kt.'s P. (check)	2. K. to his second
3. Kt. to Q.'s seventh (discov. ch.)	3. K. to Q.'s square
4. Q. B. P. one (check)	4. K. takes Kt.
5. Q. takes R. (check)	5. K. to Q.'s third
6. K. R. mates.	

(A)

White.	*Black.*
1. Kt. to K.'s eighth (check)	1. K. to K.'s third
2. Kt. takes K. Kt.'s P. (dis. ch.)	2. K. to B.'s second
3 R. to K.'s seventh (checkmate).	

(B)

White.	*Black.*
1. Kt. to K.'s eighth (check)	1. K. to K.'s second
2. Q. to R.'s seventh (check)	2. K. takes Kt.
3. Q. to K. B.'s seventh (check)	3. K. to Q.'s square
4. P. one square (checkmates).	

No. 16.

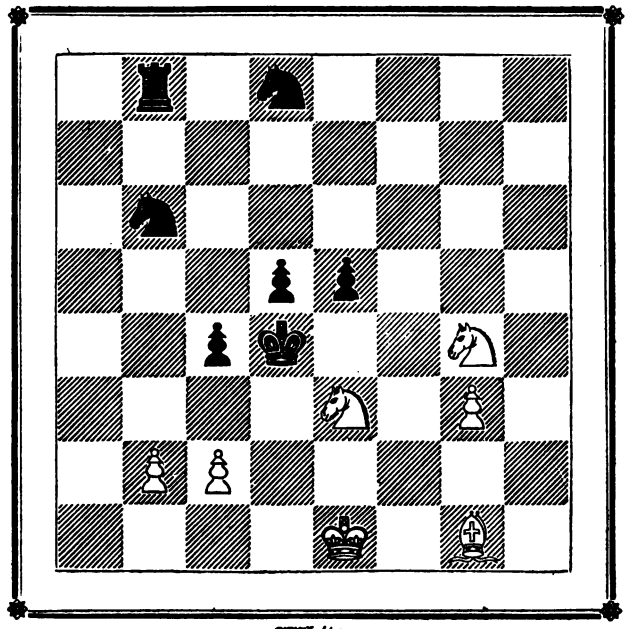
White.	*Black.*
1. Q. to Q. seventh (check)	1. K. takes R.
2. B. to Q. R.'s fifth (check)	2. K. to R.'s third
3. Q. to Q. B.'s sixth (check)	3. K. to R.'s second
4. B. to Q. Kt.'s sixth (check)	4. K. to R.'s third
5. B. takes P. (discov. check)	5. K. to R.'s fourth
6. Q. mates.	

PROBLEM, No. 27.

By Herr K—G.

White to move, and give Checkmate in five Moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"G. S. S."—The circumstances under which the games referred to were played, render the result of little importance, as an indication of the relative merits of the players; and "G. S. S." may rest assured that the loser, on that occasion, *is no whit inferior* to his successful opponent.

"TAPPERWIT."—The solution of No. 3, in "The Critical Positions," page 153, is as follows:—White plays his Kt. from K. R.'s seventh to K. Kt.'s fifth, attacking the adversary's Pawn at K. B.'s sixth; Black then moves this Pawn one square. White, at his second move, plays Kt. to King's sixth, and Black Queens his Pawn. If, then, White were to check with his Kt., he would lose; but, by playing it to Q. B.'s seventh, he draws the game, since Black is compelled either to give perpetual check, or permit his adversary to make a Queen.

"A YOUNG CHESS PLAYER'S" solution of our 23rd Problem is the true one.

"M."—We were misinformed. Algaier, the author of "Anweisung zum Schachspiele," has been dead some years.

"G. R."—The "defence" to Captain Evans's game, given in Walker's "Treatise," is not worth a rush.

"SECRETARY, GLASGOW CHESS CLUB."—We congratulate our correspondent on the flourishing prospects of the Club, and on the taste and elegance displayed in the design which heads his promising "List of Members."

"X. Y., READING, BERKS."—Our pages will be freely opened to discussion upon "beginnings and endings of games," by competent players. The "variation" on the Bishop's Gambit, with which "X. Y." has favoured us, has been treated on at length by every writer on Chess, from the time of Lolli.

"P. S., HAMBURG."—"THE CHESS PLAYER'S CHRONICLE" can be regularly obtained through Messrs. Nutt, the Foreign Booksellers, of Fleet Street.

"W. N."—Upon the conclusion of Sir Frederick Madden's learned article, the subjects named will receive immediate consideration.

We are informed that Mr. Cochrane, the author of an admirable Treatise on Chess, and some years since the most brilliant player in the metropolis, after a long absence in India, has just arrived in this country.

"G.W., BATH."—Received. The last five numbers of our "Chronicle" should ere this have reached our correspondent.

"H. O."—We are not aware that Mr. Cochrane and Mr. M'Donnell

ever played together; the former played frequently with M. De la Bourdonnais, and of their last fifty games each won twenty-five.

"Ω, OXONIENSIS."—It is with no ordinary feelings of gratification that we re-open a correspondence, commenced under other and less auspicious circumstances, with our accomplished contributor. With respect to the leading topic of Omega's communication, *viz.* Cardan's * lost book on the Game of Chess, to which we called his attention in our private epistle, we find no hint of it in the *Collectanæ* of Twiss, nor at this moment do we recollect that it is alluded to in the more elaborate works of Hyde. Upon this point, however, we trust to be enabled to satisfy ourselves before the publication of another number. In the 19th chapter,

DE PROPRIA VITA, † title
LUDUS ET ALEA,

Cardan remarks:—

"In nulla forsan re dignus laude haberi possum: an non tam certè, quam quod latrunculis, et alea tam immodicè operam dedi ut me dignum repræhensione fore intelligam. Lusi per plures annos utroque modo, sed latrunculis supra quadraginta: alea circa viginti quinque, nec solum tot annis, sed totis diebus turpe dictu.—Multa et preclara quamquam invenerim in libro de latrunculis, quædam tamen ob occupationes exciderunt—" He states, in the general table of his works, that he wrote four books on Games. Of these, one only, "De ludo Alea," is published.‡ In the first chapter of this book he treats

"DE LUDORUM GENERIBUS.

"Ludi constant, aut agilitate corporis, velut Pila: aut robore, ut Discus, et Lucta, *aut industriâ ut Latrunculorum*, aut fortunâ, ut Aleæ proprié, et Talorum; aut utroque, ut Fritilli. Industria aut duplex, aut ludendi, aut certandi, velut in Primaria, nam et Chartarum ludus nomen subit Alea, quod antiquo tempore Chartæ ignotæ essent: imo, et Materia, qua conficiuntur. Indicio est, quod scriberent in pergamenis coriis, scilicet hædorum et papyro Ægyptia, et tabulis, et cæra et Philira. Dicitur autem Pri-

* Jerome Cardan, a physician of eminence, was born 24th of Sept. 1501. He was of such repute in his profession, that he was offered a large income by the King of Denmark to become his attendant; and on one occasion was induced to travel into Scotland at the request of the Archbishop of St. Andrew's, whom he cured of a disease which had baffled the skill of the physicians of the King of France and of the Emperor.

† Hieronimi Cardani Mediolanensis De Propria Vita, Par. 1643, p. 81.

‡ Argelatus, in his BIBLIOTHECA SCRIPTORUM MEDIOLANENSIUM, says, that certain works of his have either perished or are hidden in library chests; and this work is one, unless it be the same as that translated into Latin, and called DE LUDO ALEA; from the commencement of which, however, it is pretty clear this is not the case, and that Cardan's book on Chess, "LIBER DE LATRUNCULORUM LUDO," has yet to be brought to light.

maria, quod primum obtineat locum inter ludos Aleæ, seu pulchritudine, seu quod ex quatuor constet, quasi congugationibus primis, et ad numerum elementorum, ex quibus componimur, non autem mundi. Continet autem varietatis miras."

"R. R., LONDON INSTITUTION."—Mr. Goode, of the EUROPEAN CHESS ROOMS, would obtain the works of Mr. Lewis, which R. R. desires to possess.

"A WELL-WISHER AND SUBSCRIBER."—The extract received is from John Bossewell's "Armorie," p. 41, and is quoted by Twiss. Our correspondent will find an allusion to the game of Chess in Gerard Leigh's quaint old "Accedence of Armorie, Printed by Henrie Ballard, dwelling without Temple-Barre at the signe of the Beare, 1597." Of the term "Rockes" in Blazonry, the author says, "This is a plaier in the game of the Chests, and is called by that name. For as all castles have foure speciall towers to gard them from their enemies, so hath that square Cheste-borde, foure of these that standeth to gard the Kings and Queens, with all the people thereon. This pastime did that valiant Prince King William the Conqueror so much use, that some time he lost whole Lordshippes thereat. As in Lincolnshire, and elswhere, I think auncient Evidences thereof can declare."

"C. T., SALISBURY."—Received with thanks.

"W. R., GLASGOW."—The budget shall be examined, and reported on next week.

"H. T."—Will find the desired information at our publisher's.—Touching Mendheim's book, we will make inquiry.

"E. H. A., PORTLAND PLACE."—The pertinent queries of "E. H. A." arrived too late for attention in the present number.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

BY SIR FREDERICK MADDEN, F.R.S.

(*Continued from p.* 224.)

THIS corresponds very well with the different shapes offered to us by the Chess-men, which seem to indicate that period, when the ancient and precise form of the conical helm and nasal began to be laid aside, but not wholly superseded. Some of the figures wear plain flat or round scull-caps, whilst others have a broad rim to them. All these come under the denomination of *Stál-hufer*, mentioned in

the *Speculum*, which were made without any defence to the face.* Such a cap is represented in the figure engraved by Reenhielm, from the ancient MS. of the Laws of Gula,† and a similar one was formerly suspended over the tomb of King Olaf of Sweden.‡ A figure also in the curious roll of the Legend of St. Guthlac, of the twelfth century, exhibits the union of the nasal with the flat cap; § and it is more distinctly seen on the monument of Geoffry Magnaville, Earl of Essex, in the Temple Church, who died in 1144.‖ But even in the fourteenth century, the conic helmet had not been entirely discarded, as shown by the illuminations in the celebrated book of Flatey.¶ A head-piece worn by one of the Warders is of a very remarkable shape, and precisely resembles the one in which King Eric of Sweden is represented, in the paintings which surround his tomb in the Cathedral of Upsala, in which likewise various other species of the *stál-hufer* appear. This monarch died in 1160, but the paintings were probably executed after his translation in 1273.** It is, indeed, highly probable, that among the people of the North fewer and slower changes took place in regard to their military equipments than among the Normans or the English; and this may account for the appearance of these round or pot-caps, which were so much the fashion at a later period. In ancient times, the helmets of the Kings of Norway were gilt, as shown by the poetic *Edda* of Samund;†† by the *Herverar Saga*, cap. 19; by Nial's *Saga*, cap. 85; and by many passages of Snorre. Sometimes, but at a later period, they bore a cross depicted on them.‡‡

The body armour of the Chess-pieces is of two descriptions: the wadded linen cloth or *wambais*, worn by the Knights; and the tunic of mail, with or without a hood, in which some of the Warders are dressed: of the antiquity of both descriptions of these war-garments there can be no question, since we find them mentioned by Greek and Roman writers.§§

The *wambeys*, *gambeson*, or *panzar*, (for they are one and the same, derived from Teutonic terms signifying the belly,) was composed of stout linen cloth, stuffed or wadded with tow or cotton, descending almost to

* V. Einerson's Note, Spec. Reg. p. 406.

† Thorsten's Vikings-sons Saga, p. 85.

‡ Suecia Antiqua et Hodierna, tom. i. pl. 28, fol.

§ Chart. Cott. Y. 6. Strutt's Dresses, pl. 43.

‖ Dugd. Bar. i. 203. Gough's Sepulchr. Mon. p. cv. Stothard's Monumental Effigies, pl. x. The flat or pot helmet is also very distinctly marked in the monument of William the Norman, Count of Flanders, who died in 1128; and this seems to be the earliest instance of it. Ured. Sig. Com. Flandr. p. 14.

¶ Haco's Expedition against Scotland, by Johnstone, 12mo. 1782, *Pref.*

** Peringskiold, Mon. Suev.—Goth. fol. Stockh. 1710.

†† Vol. ii. p. 363, ed. 4to. Havn. 1818.

‡‡ Heimskringla, i. 764; Montf. Monum. i. pl. 50.

§§ Lips. de Mil. Rom. lib. iii. dial. 6.

the knees, and worn, either by itself, or together with the tunic of mail, beneath or above, according to the fashion more or less coarse in which it was made.* It seems to be scarcely distinguishable from the hanketon, which Sir Samuel Meyrick believes to have been derived from the Saracens.† By the passage already quoted from the *Speculum*, it seems to have been without sleeves when worn over the mail; but when used by itself, it certainly had sleeves, as in the instances of the Chessmen, and other authorities. John of Salisbury tells us, that in the reign of Henry the Second, the English knights had them made so tight, that they seemed to sit on the body like the skin of the wearer.‡ He speaks of them either as linen or silk, which refers to the exterior facing of the garment.

Of the same materials it was fashioned among the Scandinavians; and hence it easily appears, how the *panzar*, when worn as outer garment, became, by degrees, the armorial surcoat. Snorre, in speaking of King Olaf Tryggvason, says he was conspicuous with a gold shield and helmet, and wore a kirtle of red colour (*raudan kyrtil*) above his mail (*brynio*).§ But the Monk Oddr, from whom he copies, and who died in 1200, calls it a red silk kirtle (*raudum sijlki kyrtli*,) which resembled a fair rose.‖ So in a battle against the Vends, at *Hlyskogs keythe*, King Magnus the Good takes off his tunic of mail (*hringa-brynio*), and puts on a red silk shirt (*raudan silki skyrta*); then, taking his battle-axe, he rushes into the fight. The shirt here spoken of was evidently a gambeson, since otherwise it would have afforded no protection. This garment was sometimes called *hiup* (the *juppe* of the French); such, for instance, as was wove for Ragnar Lodbrog by Aslauga;¶ and a similar vest, impenetrable to the sword, was received by Orvar Oddr from a lady in Ireland.** Other examples may be found in Steenhielm's notes to Thorsten's *Saga*, and in Thorkelin's Fragments relating to English History. He supposes the use of silk derived by the Northmen from Constantinople. At the period of the crusades, silken and furred surcoats were generally worn, as is apparent from Albert of Aix's description of the French knights.††

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* See Meyrick's Dissertation on this species of armour, *Archæologia*, xix. p. 210, *seq.*, in which it is to be regretted a stricter chronological arrangement of authorities has not been adopted. Wachter is certainly mistaken in explaining the *panzar* to be of iron.

† Ancient Armour, vol. i. p. 48.

‡ He says they only studied, "ut lineas suas vestesve sericas sic perstringant et torqueant, ut quasi cutem cerussatam aliis succis obnoxiam carni faciant cohærere."—*Polycrat.* lib. vi. 3.

§ Cap. 122, tom. i. p. 337, ed. Schön. See also *Nial's Saga*, cap. 85, 4to. Hafn. 1809.

‖ Cap. 65, p. 228, ed. Reenh.

¶ Thorkelin's Fragments, p. 6.

** *Herverar Saga*, p. 31, 4to. Havn. 1785.

†† Gesta Dei per Francos. i. 203. Cf. Mills, i. 466.

It may be added, that, in the twelfth century, the workmanship of the North in the fabrication of body armour was in high estimation, since the author of *Sverris Saga*, after telling us that the men who guarded Stalvard's ship wore steel caps (*stálhufu*) and gambesons (*panzara*), adds, that they were all of Gothic manufacture.*

Mail armour, consisting of rings or plates of iron or brass, fastened on folds of linen, seems to have been known to the inhabitants of the North long before the dawn of literature among them, and is repeatedly alluded to in the most ancient of their writings. The general term applied to the tunic of mail was *brynio*, Saxon *byrne*, which in all probability was derived from the colour of the metal of which it was composed.† In what respect the common *brynio* differed from the *hringa-brynio* or *lorica annulata*, is not easy to define, but it appears to have been what is termed *mascled* or *trellised* armour,‡ as exhibited in the dress of the Chess-Warders. Such a defence is, perhaps, alluded to in the *Völsunda-quida*, where the term, "nailed byrnies,"§ is employed, in reference to the studs or nails which fastened the intersecting mascles or pieces of wire. A specimen of the *hringa-brynio* is preserved in the Royal Museum at Copenhagen, which is ascribed to the eleventh century.‖ It covered the head, body, and arms, and descended to the knees. This was the usual shape of the *brynio*, whether mascled or ringed, and is well exemplified in several of the Chess-men. Of this description was the tunic worn by Harald Hardraad, in his battle against Harald of England, in 1066. It was called *Emma*, says the historian Snorre, and was so long, that it came to the middle of the thigh, and so strong, that no weapon could penetrate it.¶ But it left the throat in some measure unprotected, and here it was Harald received his death wound. There is some reason to believe that the Norwegians may have borrowed this species of armour, together with their kite-shaped shields, from the Franks, who from the eighth century were a far more polished people than the rest of their Gothic brethren. In the Bayeux tapestry the steel armour consists either of flat rings, or mascles, placed contiguously, and at the close of the eleventh century, both ringed and scaled armour were worn by the French knights, as we learn from Anna Comnena.** Ex-

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* Noregs Konunga Sögor, tom. iv. p. 286. We are told by Snorre, in Olaf Helga's *Saga*, c. 204, that Thorer caused twelve tunics to be made by the Fins, of rein-deer skins, which were so contrived by magic art, as to be stronger than mail (*hringa-brynio*) and impenetrable to a sword.

† V. Ihre, in v.

‡ Archæologia, xix. pp. 121, 126; Cf. Reenhielm's Notes, *ubi supr.* p. 88.

§ *Negldar brynior*. The Editor says, "Loricas clavis sive bullis auratis ornata intelligo."—*Edda Sæmund.* ii. 9, ed. 4to. 1818.

‖ Museum Regium, pt. ii. § ii. 95.

¶ Harald Härdrade's Saga, cap. 94.

** P. 397. She calls the tunic χιτὼν σιδηροῦς κρίκος ἐπικρίκῳ περιπεπλέγμενος.

amples of the mascled tunic or hauberk, with sleeves and hood, resembling those on the Warders, may be found in the French illuminations of the twelfth century, MSS. Cott. Cal. A. vii., Nero, c. iv., in the English Roll of St. Guthlac's Miracles, Chart. Cott. Y. 6, and in D'Ebulo's Poem on the Conquest of Sicily by the Emperor Henry the Sixth.

There are two existing monuments in relation to the Danes, which may naturally claim a slight notice here. The first is a reliquary, engraved in Strutt's *Habits of the People of England*, vol. 1, pl. 24,* representing the murder of Theodore, Abbot of Croyland, in 890, by Oscytel and his companions, and supposed to have been executed not long afterwards. The figures here appear bare-headed, in tunics or gambesons, which descend to the knees, and which seem to have borders of mail, or perhaps a shirt of mail beneath. They wear breeches and leg-guards, which are attached together; but from the engraving it is difficult to determine whether the material be of linen, leather, or iron. The other document I refer to is a MS. formerly in the library of Mr. Towneley,† written in the time of Anselm, Abbot of St. Edmund's, who died in 1148. In this the Danes are every where drawn bare-headed, or with conical caps; they wear a linen tunic or gambeson, which reaches to the middle of the thigh; they have no breeches; and their feet are covered by leathern galoshes, through which their toes are thrust. ‡ On the whole, these Northmen, so depicted, bear a far greater resemblance to the "rugh-fute rivelings" of Minot, than to the iron-clad and gilded heroes of the *Sagas;* and we may suspect that the pious Abbot, or his delineator, drew them in this manner, in order to excite contemptible ideas of the murderers of St. Edmund.

(*To be continued in our next Number.*)

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* Strutt, i. pp. 57, 63; Cf. Meyrick's Ancient Armour, i. lxix.

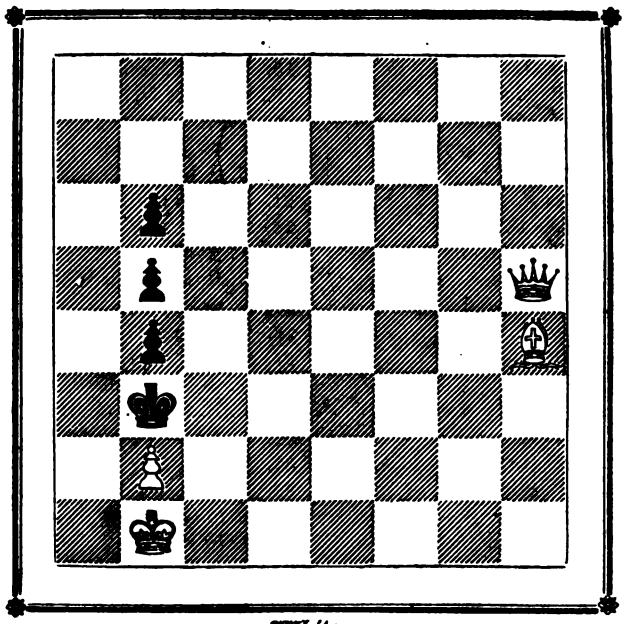
† Now belonging to Mr. Booth, bookseller, of Duke Street, Portland Place.

‡ These boots seem the same as those called rullions by the Scots, made from the raw hide. See Ritson's note to Minot, p. 188.

PROBLEM, No. 28.

For this masterly Stratagem we are indebted to Dr. BLEDOW, a distinguished Amateur of the Berlin Chess Club.—White playing first, effects Mate with his Pawn in ten Moves, *without taking his Adversary's Pawns or permitting them to move.*

Black.



White.

GAME LXX.

Fine Game, played last week, at GOODE'S CHESS DIVAN, between the Honorary Secretary of the London Chess Club and M. Zytogorski, a skilful Amateur, from Poland; the former giving the odds of "Pawn and move."—*The K. B. P. of Black must be taken from the board.*

White. (M. Z—.)	*Black.* (Hon. Sec.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. B. P. one	3. P. takes P.
4. P. takes P.	4. B. checks
5. Q. B. to Q. second	5. B. takes B.
6. Kt. takes B.	6. K. Kt. to B. third (*a*)

White. (M. Z—.)	*Black.* (Hon. Sec.)
7. K. P. one	7. Q. to K. second
8. K. Kt. to B. third	8. Q. P. one
9. K. B. to Q. Kt. fifth	9. Castles
10. B. takes Kt.	10. P. takes B.
11. Castles	11. Q. P. takes K. P.
12. Q. P. takes P.	12. Kt. to Q. fourth
13. Q. to Q. B. square (*b*)	13. Q. B. to Q. second
14. Q. Kt. to K. fourth	14. Kt. to K. B. fourth
15. Kt. to K. B. sixth (check) (*c*)	15. Q. takes Kt. (*d*)
16. P. takes Q.	16. Kt. to K. seventh (check)
17. K. to R. square	17. Kt. takes Q.
18. Kt. to K. fifth	18. Q. R. to Q. (*e*)
19. P. one (check) (*f*)	19. K. to R. square
20. Q. R. takes Kt.	20. B. to K. third
21. R. takes P.	21. B. takes the P. at K. B. second
22. Kt. takes B. (check)	22. R. takes Kt.
23. R. to Q. B. second (*g*)	23. K. R. P. one
24. K. Kt. P. one	24. Q. R. to Q. third
25. K. to Kt. second	25. K. to R. second
26. K. R. to Q. B.	26. K. R. to K. B. third
27. K. B. P. (two) (*h*)	27. Q. B. P. one
28. R. to K. B.	28. K. to Kt. third
29. K. R. to K. B. second	29. K. R. to K. B. fourth
30. K. R. to Q. second	30. K. R. to Q. fourth
31. R. takes R.	31. P. takes R.
32. K. to B. third	32. K. to B. third
33. K. R. P. one	33. R. to Q. second
34. K. to K. third	34. K. to K. second
35. K. to Q. fourth	35. K. to Q. third
36. R. to Q. B. fifth	36. K. to K. third
37. K. B. P. one (check)	37. K. takes P.
38. R. takes Q. P. (check)	38. R. takes R.
39. K. takes R.	39. K. R. P. one
40. Q. Kt. P. two	40. K. Kt. P. two
41. Q. R. P. two	41. K. R. P. one
42. P. takes P.	42. P. takes P.
43. Q. R. P. one	43. K. to B. fifth
44. Q. Kt. P. one	44. K. to Kt. sixth
45. Q. Kt. P. one	45. Q. R. P. takes P.
46. Q. R. P. one	46. K. takes K. R. P.
47. Q. R. P. one	47. K. to Kt. seventh
48. Q. R. P. one (becoming a Q.)	48. K. R. P. one
49. K. to his fourth (discov. ch.)	49. K. to Kt. eighth
50. K. to K. B. fifth	50. K. R. P. one
51. K. to K. Kt. sixth	51. K. R. P. becomes a Kt. and checks (*i*)
52. K. to K. B. sixth	

AND THE SECOND PLAYER RESIGNED.

Notes to Game LXX.

(*a*) Black would have played ill in taking the Queen's Pawn.

(*b*) We should have preferred bringing another piece into action, by moving Q. R. to Q. B. square.

(*c*) Very cleverly played.

(*d*) It would not have been good play to have taken the Knight with the Rook or Pawn.

(*e*) Instead of this move, Black should have played his Knight to Queen's sixth square *en prise* of the adverse Knight, and he would then have gained a Pawn, since his opponent, by taking the Bishop, must have lost a piece.

(*f*) White would, in no respect, have improved his position by taking the K. Kt.'s P. with this Pawn.

(*g*) The young player will perceive that Black threatened to take the K. B.'s Pawn with his K.'s Rook, and, if his adversary took the piece, to mate with his other Rook next move.

(*h*) White might have taken the Q. B.'s Pawn, and, upon his opponent playing Q.'s Rook to Q.'s seventh, have retired his K.'s Rook to K. B.'s square, gaining two Pawns for one; it would, however, have been very difficult for him to have preserved the Q. R.'s Pawn, and, therefore, the course of play adopted was, perhaps, the more judicious one.

(*i*) It must be evident, even to a beginner, that, if Black had claimed a Queen for his Pawn, he would have been mated next move.

GAME LXXI.

By the same Players; Black giving the Pawn and Move.

White. (M. Z—.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. Kt. to R. third
2. Q. P. two	2. K. Kt. to B. second
3. K. B. P. two	3. Q. P. two
4. K. P. one	4. K. P. one
5. K. B. to Q. third	5. Q. B. P. two
6. Q. B. P. one	6. P. takes P.
7. P. takes P.	7. Q. Kt. to B. third
8. K. Kt. to B. third	8. K. B. checks
9. Q. B. to Q. second	9. Q. to Q. Kt. third
10. Q. B. to Q. B. third	10. Q. B. to Q. second
11. Castles	11. B. takes B.
12. P. takes B.	12. Q. R. to Q. B.
13. K. Kt. to Kt. fifth	13. Kt. takes Kt.
14. K. B. P. takes Kt.	14. Kt. takes K. P.
15. Q. to K. R. fifth (check)	15. Kt. P. one
16. Q. to K. R. sixth	16. Kt. takes B.

White. (M. Z—.)	*Black.* (Hon. Sec.)
17. Q. to K. Kt. seventh	17. Q. to Q. Kt. seventh
18. Q. takes R. (check)	18. K. to K. second
19. Q. takes K. R. P. (check)	19. K. to Q. third
20. Q. takes K. Kt. P.	20. Q. takes Q. R. (*a*)
21. Q. takes Kt.	21. Q. takes Q. R. P.
22. Q. to K. Kt. third (check)	22. K. to Q. B. third
23. P. at K. Kt. fifth, one sqr.	23. R. to K. Kt. square
24. K. R. P. two	24. Q. to K. seventh
25. Q. to K. Kt. fifth	25. Q. to Q. sixth
26. K. R. P. one	26. B. to K. square
27. K. Kt. P. one	27. B. takes K. R. P.
28. Q. takes B.	28. Q. to K. sixth (check)
29. K. to R. second	29. R. takes P.
30. Q. to K. R. third	30. Q. to K. fifth
31. Q. Kt. to Q. second	31. Q. to K. R. second (*b*)
32. Q. takes Q.	32. R. takes Q. (check)
33. K. to K. Kt. third	33. Q. R. P. two
34. R. to K. square	34. K. to Q. third
35. Kt. to Q. Kt. third (*c*)	35. Q. Kt. P. one
36. R. to K. third	36. R. to K. B. second (*d*)
37. R. to K. B. third	37. R. to K. R. second
38. R. to K. B. square	38. R. to Q. B. second
39. R. to K. B. third	39. R. to K. R. second
40. Kt. to Q. second	40. R. to Q. R. second
41. R. to K. B. square	41. R. to Q. B. second
42. R. to Q. B. square	42. K. P. one
43. P. takes P. (check)	43. K. takes P.
44. Kt. to K. B. third (check)	44. K. to K. fifth
45. K. to B. second	45. K. to Q. sixth
46. K. Kt. P. two	47. Q. R. P. one

DRAWN GAME.

Notes to Game LXXI.

(*a*) Bishop to Q. Kt.'s fourth would have been better play.

(*b*) This does not appear so good a move as Q. to K. Kt.'s third.

(*c*) Badly played.

(*d*) He should have moved his Rook to K. R.'s eighth.

*** The two spirited Games following are, in all probability, new to the majority of our Subscribers; they appeared (incorrectly printed) some months since, in a fashionable periodical, and as they exhibit a mode of carrying on the attack in the "Muzio Gambit," which we have no remembrance of meeting with heretofore, they may be thought not undeserving a place in our "Chronicle."

GAME LXXII.

Played between Mr. ST—N and a Member of a leading Provincial Chess Club.

White. (Mr. ST—N.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. K. P. one	7. Q. takes P.
8. Q. P. one	8. K. B. to R. third
9. Q. Kt. to B. third	9. Q. B. P. one
10. Q. B. takes P. (*a*)	10. Q. to Q. fifth (check)
11. K. to R. square	11. B. takes B.
12. Q. R. to K. square (check)	12. K. Kt. to K. second
13. R. to K. fourth	13. Q. to K. Kt. second
14. Q. takes B.	14. Q. P. two
15. B. takes Q. P.	15. P. takes B.
16. R. takes Kt. (check) (*b*)	16. K. takes R.
17. Kt. takes P. (check)	17. K. to K. third (*c*)
18. Q. to K. fourth (check)	18. K. to Q. second (*d*)
19. Q. to Q. seventh (check)	19. K. to Q. B. third
20. Q. to Q. B. seventh (check)	20. K. takes Kt.
21. Q. B. P. two (check)	21. K. to Q. fifth
22. Q. to Q. sixth (check)	22. K. to K. sixth
23. Q. to K. B. fourth (check)	23. K. takes Q. P.

And White may now give mate in two moves.

Notes to Game LXXII.

(*a*) A novel and apparently a very forcible variation on the ordinary method of continuing the assault in this brilliant opening.

(*b*) Well played.

(*c*) Had the King retired to his square, White could have terminated the game speedily by playing Q. to her sixth.

(*d*) If he had interposed the Queen, White would have checked with Rook at K. B.'s sixth, and then have taken her.

GAME LXXIII.

Between the same Competitors.

White. (Mr. St—n.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. K. P. one	7. Q. takes K. P.
8. Q. P. one	8. K. B. to R. third
9. Q. Kt. to Q. B. third	9. Q. B. P. one
10. Q. B. takes P.	10. Q. takes B.
11. Q. to K. R. fifth	11. Q. to her fifth (check)
12. K. to R. square	12. Q. P. two
13. Q. takes K. B. P. (check)	13. K. to Q. square
14. Q. R. to Q. square	14. Q. B. to Q. second
15. B. takes Q. P.	15. P. takes B.
16. Kt. takes P.	16. Q. to K. Kt. second (*a*)
17. Q. to K. R. fifth	17. Q. to K. Kt. third
18. Q. to K. R. fourth (check)	18. K. to Q. B. square (*b*)
19. K. R. to K. B. sixth (*c*)	19. Q. to K. Kt. second
20. Q. to Q. B. fourth (check)	20. Q. Kt. to B. third
21. R. takes Kt. (check)	21. B. takes R. (*d*)
22. Q. R. to K. eighth (check)	22. K. to Q. second
23. R. takes Q. R.	23. Q. to K. fourth
24. Q. to K. Kt. fourth (check)	24. K. to Q. third (*e*)
25. R. to Q. eighth (check)	25. K. to Q. B. fourth
26. Q. mates. (*f*)	

Notes to Game LXXIII.

(*a*) This appears to be the best move Black could have made.

(*b*) If the second player had interposed his Q. or B., White, checking with the King's Rook at K. B.'s eighth, would have obtained a winning game.

(*c*) A good move. By taking this Rook with his Knight, Black must have lost his Queen; and had he attempted to exchange Queens at K. Kt.'s fourth or fifth, the result would have been no less disastrous, as the student will see on examining the position.

(*d*) The Rook should have been taken with Q. Kt.'s Pawn.

(*e*) Black would have sacrificed his Queen by interposing her.

(*f*) This game is far from well played by the second player, and we give it only for the reason above mentioned.

GAME LXXIV.

Between Mr. COCHRANE and another Member of the London Chess Club.

[The subjoined Game, although played with haste and want of due consideration, will not be without interest to our readers, from the fact of its being the first *partie* played by Mr. Cochrane for many years; and, as affording a hope, that this distinguished player intends resuming the practice of a Game in which he has acquired such eminence.]

Black. (Mr. —.)	*White.* (Mr. COCHRANE.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. one
3. Q. P. two	3. Q. B. to K. Kt. fifth
4. Q. P. takes P.	4. B. takes Kt.
5. Q. takes B.	5. P. takes P.
6. K. B. to Q. B. fourth	6. Q. to K. second
7. Castles	7. Q. Kt. to Q. second
8. Q. Kt. to Q. B. third	8. K. Kt. to B. third
9. Q. B. to K. Kt. fifth	9. K. R. P. one
10. B. takes Kt.	10. Kt. takes B.
11. Q. R. to Q.	11. Q. B. P. one
12. K. R. P. one	12. Q. R. to Q.
13. Q. to K. third	13. R. takes R.
14. R. takes R.	14. Q. to Q. B. fourth
15. Q. to Q. third	15. B. to K. second
16. B. to Q. Kt. third	16. Castles
17. Q. to K. Kt. third	17. Kt. to K. R. fourth
18. Q. to K. Kt. sixth	18. Kt. to K. B. fifth
19. Q. to K. B. fifth	19. K. Kt. P. one
20. Q. to Kt. fourth	20. K. R. P. one
21. Q. to K. Kt. third	21. Q. Kt. P. two
22. Q. R. P. one	22. Q. R. P. two
23. Q. to K. B. third	23. K. to Kt. second
24. R. to Q. seventh	24. R. to Q.
25. R. takes R.	25. B. takes R.
26. K. to R. second	26. K. R. P. one
27. K. Kt. P. one	27. P. takes P. (check)
28. P. takes P.	28. B. to Q. Kt. third
29. Q. to K. B. square	29. Kt. to K. third
30. K. R. P. one	30. Kt. to Q. square
31. Q. to K. second	31. Q. to K. Kt. eighth (check)
32. K. to R. third	32. Q. Kt. P. one
33. P. takes P.	33. P. takes P.
34. Kt. to Q. R. fourth	34. B. to K. B. seventh
35. Q. to Q. third	35. Kt. to Q. Kt. second
36. K. to Kt. fourth	36. Kt. to Q. third
37. Q. to K. B. third	37. K. B. P. one

Black. (Mr. —.)	*White.* (Mr. COCHRANE.)
38. Q. B. P. one	38. Kt. takes K. P.
39. Q. B. P. takes P.	39. K. B. P. one (check)
40. K. to R. third	40. B. takes K. Kt. P.
41. Q. to K. Kt. second	41. Kt. to K. B. seventh (check)
42. K. takes B.	42. K. B. P. one (check)
43. K. to B. third	43. K. P. one (check)

AND BLACK HERE RESIGNED.

This game was played but a few days since, at the London Chess Club, and we must not omit to mention that we are indebted for it to the politeness of the Secretary of that Club, who took the moves down for our "Chronicle," directly after its conclusion.

GAME LXXV.

Between Mr. C. T. and another Amateur of Salisbury; the former giving "a Pawn and two Moves."

(*Black's K. B. P. must be taken from the board.*)

White. (Mr. —.)	*Black.* (Mr. C. T.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. K. B. P. two	4. P. takes P.
5. Q. B. takes P.	5. Q. P. one
6. K. Kt. to B. third	6. K. Kt. to B. third
7. K. B. to Q. third	7. Q. Kt. to K. Kt. third
8. Q. B. to K. Kt. third	8. K. B. to K. second
9. Castles	9. Castles
10. Q. B. P. two	10. Q. B. P. one
11. Q. to Q. B. second	11. P. takes P.
12. K. P. takes P.	12. Q. Kt. to K. R. square
13. K. Kt. to K. Kt. fifth	13. K. Kt. P. one
14. Q. Kt. to Q. second	14. K. Kt. to Kt. fifth
15. R. takes R. (check)	15. Q. takes R.
16. Q. R. to K. B. square	16. Q. to K. Kt. second
17. Q. B. to K. B. fourth	17. Q. to Q. fifth (check)
18. K. to R. square	18. Kt. to K. B. seventh (check)
19. R. takes Kt.	19. Q. takes R.
20. K. Kt. P. one	20. B. takes Kt.
21. B. takes B.	21. Q. B. to K. R. sixth
22. K. B. to his square	22. B. takes B.

AND, AT THIS POINT, WHITE RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

By R. A. B.

No. 19.

White.	*Black.*
K. at Q. B.'s square	K. at Q. Kt.'s square
Q. at Q. R.'s fifth	Q. at K. B.'s sixth
R. at Q. R.'s square	R. at Q. B.'s square
R. at K.'s sixth	B. at Q. B.'s second
B. at Q. R.'s square	Pawns at Q.'s fourth, Q. R.'s third, and Q. Kt.'s fourth
Pawns at Q. B.'s second, and Q. R.'s fourth	

White to play, and checkmate in six moves.

No. 20.

By the same.

White.	*Black.*
K. at K. R.'s second	K. at his R.'s square
Q. at K. Kt.'s fifth	Q. at Q. R.'s seventh
Kt. at K. R.'s fourth	R. at K. B.'s square
Pawns at K. Kt.'s second, K. R.'s third, K. B.'s third, K. B.'s fifth, and at Q. Kt.'s second	R. at Q. R.'s square
	B. at Q. R.'s fourth
	Kt. at Q.'s fifth
	Pawns at K. B.'s second, Q.'s third, Q. B.'s fourth, Q. Kt.'s third, and Q. R.'s second

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SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 17.

White.	*Black.*
1. B. takes P. (check)	1. K. to his fourth
2. K. R. checks	2. K. to his third
3. Q. R. to K. B.'s square; then	3. If the Kt. is played to K.'s (*a*) fourth
4. R. to K. B.'s sixth, (discov. check and mate)	4. If the B. to B.'s second
4. R. to Q.'s fifth (discov. check and mate)	

(*a*) By playing the Kt. to K. B.'s fifth, instead of to the square mentioned, the mate may be delayed another move.—[ED.]

No. 18.

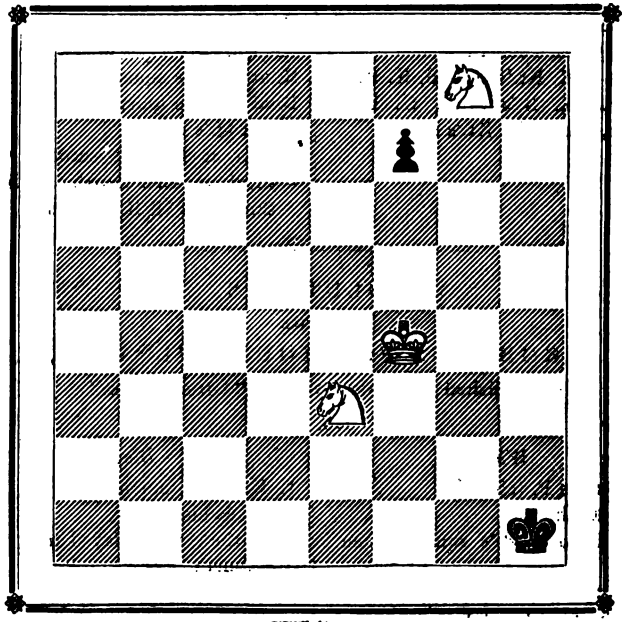
White.	*Black.*
1. Q.'s P. one (check)	1. K. takes P., or moves to B.'s fourth
2. Q. to K. B.'s seventh (check)	2. K. to K.'s fifth
3. K. B. P. one (check)	3. K. to Q.'s sixth
4. Q. to K. B.'s fifth (check)	4. K. P. one
5. Q. takes K.'s P. (check)	5. K. takes Q. B. P.
6. Q. takes Q., and wins.	

PROBLEM, No. 29.

By Herr K—G.

White, playing first, gives Mate in fourteen Moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"W. R., GLASGOW CHESS CLUB."—We are much pleased with the six solutions. "W. R." is right in his supposition respecting the first Problem in the New Series.

"A YOUNG CHESS PLAYER."—The Problem, No. 12, for Young Players, is printed correctly, but the solution given is not the proper one; it should have been as follows:—1st. White Knight to K. B.'s fourth (check); Black King to his fourth; White King to B.'s third; and then, play as he may, Black will be mated next move.

We take this opportunity of requesting contributors to favour us with solutions of the problems they send for insertion in this Magazine.

"J. S. W."—The move suggested for Black, in No. 5 of the Problems for Young Players, would ensure mate next move from the adverse Knight. In his attempted solution of Problem No. 13, "J. S. W." failed to perceive that Black, at his second move, instead of playing King to Rook's fifth, may take the Queen with Rook; and, at his third move, when the Bishop checks, can take the Bishop, if he chooses, with his Knight. If, after another trial, our correspondent finds the solution beyond him, he may obtain it by applying to the publisher.

"X. Y., RIES' GRAND DIVAN."—We are unacquainted with the ages of the two players named.

"E. H. A., PORTLAND PLACE."—First. The completion of the article on "THE AUTOMATON CHESS PLAYER," has been postponed in the expectation that we shall be enabled to illustrate the mechanism of the figure by plates.—Secondly. M. Petrof's Problem, with the amended conditions, has reached us, but there is some inaccuracy in it, which the inventor only can rectify.—Thirdly. Reprints of Stratagems, by the best authors, have made way for original and other matter of greater interest; they will appear occasionally.—Fourthly. The errors and absurdities of the Chess-book alluded to require a more extended commentary than we have, at present, space for; a notice of it, however, will be given during the approaching season for Chess-play.—Fifthly. The games between the Clubs of Liverpool and Leeds have already appeared in print.

"R. A. B., LEEDS."—Many and cordial thanks for the prompt reply. Send the games at the first convenient opportunity.

"S. C.," "OBSERVER," and "AMATEUR."—We are obliged and flattered by the manifestations of interest in our well-doing, which the "hints" and "recommendations" evince; but our friendly advisers will forgive us reminding them that their suggestions are valuable only in proportion to their practicability.

"A. Z., near LEAMINGTON."—Upon the terms mentioned on the wrapper the "CHESS CHRONICLE" may be received, per post, by "A. Z." early on Friday morning.

"CRITIC."—In the opinion of the best judges, De la Bourdonnais, during the last few weeks of his life, played at least a pawn and move weaker than when blessed with health and vigour. Neither of the amateurs named had an opportunity of playing with him.

"R. M."—We think has fairly classed the three players named: the first is unquestionably the best; next to him stands "No. 2;" while the last mentioned individual, without the qualifications to rise beyond "a pawn and two moves" player, may shine pre-eminently in the third-rate rank.

"— Velut inter ignes
Luna minores. —"

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

BY SIR FREDERICK MADDEN, F.R.S.

(*Continued from p.* 240.)

THE shields of the Knights and Warders are highly curious, as presenting to us a series of devices (the immediate precursors of hereditary armorial bearings), in greater variety than is to be found on any other existing monuments. From the very earliest period, the Gothic nations were accustomed to paint their shields of various colours;* and, from the Romans, they might easily have learned to adopt different insignia. From some passages in the *Voluspa*,† *Saxo*,‡ and Egil's *Saga*,§ it has been assumed, by many of the Northern antiquaries, that the ancient Scandinavians adorned their shields with representations of their exploits;‖ but Sperlingius, in his collections on the subject,¶ argues strongly against it, and affirms, that, before the twelfth century, no trace of any devices on shields is to be found among them. The use of

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* Tacitus, de Morib. Germ. cap. 6.

† Str. xviii. p. 32, ed. 4to. Havn. 1828. Cf. Edda Sæmund, part ii. pp. 79, 104, 963.

‡ His. Dan. lib. iv. pp. 56, 57, lib. vii. p. 136, fol. Soræ, 1644.

§ Cap. 81, p. 698, 4to. Havn. 1809.

‖ Bartholinus, p. 149. Torfæus, Hist. Norv. Prolegom.

¶ MS. Add. 5183, f. 22, sq. in v. *Arma*.

colours, however, and even gilding, is admitted; and the usual pigments employed were red or white. In Sæmund's poetical *Edda*, mention is made of a red shield with a golden border;* and the encomiast of Queen Emma, in describing Canute's armament, when sailing to invade England, speaks of the glittering effulgence of the shields, suspended on the sides of the ships.†

At the period of the first crusade, it was certainly customary to ornament shields very highly. Robert of Aix, who was himself present, thus describes the European knights:—"They are clothed in iron, their shields are resplendent with gold, gems, and colours, and their helms emit rays like sunbeams. In their hands they bear ashen spears, which seem like huge beams, headed at the extremity with a sharp iron spike."‡ The only device on shields, noticed by Snorre, is that of a cross, which Sperlingius conjectures was first introduced by King Olaf the Saint, at the commencement of the eleventh century. This is founded on a passage, thus given by Sperlingius, from a MS.:—"King Olaf had, for the defence of his ship, one hundred men, armed with tunics of ring mail (*hringa-brynior*), and French helmets (*valska hialma*). Many of his soldiers carried white shields (*hvita skiölldo*), distinguished by crosses of gold, or of colours, red and blue. The King ordered all his troops to make a cross also on their helmets with chalk." § Most of the shields depicted in the Bayeux tapestry bear crosses of different shapes; and this is likewise the case with the Chess figures. The era of the general adoption of armorial bearings in Europe is fixed with sufficient exactness to the end of the twelfth century; but the existence of certain distinctive badges or figures is unquestionably to be referred to an earlier period.‖ The shields on the Bayeux tapestry exhibit not only crosses, but a species of dragon; and on the seal of Robert the Frisian, Earl of Flanders, attached to a charter, dated 1072, is represented a lion rampant.¶ There is a passage also in the Nial's *Saga*, written at the commencement of the twelfth century, which expressly notices the insignia adopted by Kari, son of Solmund, a native of the Hebrides, and Helgo, son of Nial,

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* *Helga-Quida*, st. 30. In the *Scalda*, or collection of Eddaic epithets attached to the *Edda* of Snorre, we are told that it was usual to paint the exterior circle of the ancient shields, which was called *Baug*, and hence shields were also poetically termed *Baug*.—*Ed. Resen.* 4to. Havn. 1665. V. *Egil's Saga*, p. 697.

† "Erant ibi scutorum tot genera, ut crederes adesse omnium populorum agmina. Si quando sol illis jubar immiscerit radiorum, hinc resplenduit fulgor armorum, illinc vero flamma dependentium scutorum."—*Ap. Du Chesne*, p. 168.

‡ Horum ferreæ vestes, clypei auro et gemmis inserti variisque coloribus depicti. Galeæ in capitibus eorum splendentes super solis splendorem coruscant. Hastæ fraxineæ in manibus eorum ferro acutissimo præfixæ sunt, quasi grandes perticæ," p. 241, ap. Bongars.

§ MS. Add. 5183, f. 22.

‖ Dallaway on Heraldry, 4to. 1793.

¶ Uredus, p. 6.

about A. D. 998. "Sharphedin," says the writer, "went first, clad in a kirtle of blue, and bearing a shield of the kind called *targe* (*törguskiöldd*), and an axe on his shoulder. He was followed by Helgo, who wore a helmet and a red tunic, and carried a purple shield, on which was depicted a stag. Next came Kari, dressed in a silken tunic, with a gilded helmet, and a shield bearing the figure of a lion on it.* The instances of armorial bearings on the shields of Richard Fitz-Hugh, Earl of Chester (ob. 1119),† of Robert the Norman, Earl of Flanders (ob. 1128),‡ of Geoffrey Magnaville, Earl of Essex (ob. 1144),§ of Geoffroi le Bel, Comte du Mans (ob. 1150),‖ and on the banner of Waleran, Earl of Worcester (ob. 1166),¶ may likewise be adduced as evidence of the adoption of individual badges about the middle of the twelfth century. With these may be compared the shields engraved in Willemin, and those painted in MS. Cott. Nero, C. iv., all of which are of the same period. There is no reason, therefore, to refer the bearings on the shields of the Chess-men to a later era than the one we have chosen.

The shape of these shields is also worthy attention, since the Northmen are generally supposed to have used them of a round or lunated form; whereas these exhibit precisely the kite-shaped Norman shield as shown in the Bayeux tapestry, and in other monuments of the eleventh and twelfth centuries. Sir S. Meyrick conjectures that the Normans may have adopted them from the Sicilians; but this appears questionable, since, in very ancient times, the shield of the Northern warriors was of sufficient length to serve for their bier,** and, consequently, must have been of a form approaching to the long oval or heater figure. It is not at all improbable, however, that this peculiar form may have been learned from the Franks.

We find traces in the poetical *Edda*, of the early estimation in which the Frankish armour was held, where Gunnar, one of the *reguli* of Germany, says to the messenger of Attila, King of the Huns:—"Seven chests have I filled with swords; each of them has a hilt of gold; my weapon is exceedingly sharp; my bow is worthy of the bench it graces; my tunics of mail are golden; my helmet and white shield came from

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* *Nial's-Saga*, cap. 93, p. 306, ed. 4to. Havn. 1809. Sperlingius is mistaken in referring this *Saga* to the fourteenth century. See also Arngr. Jon. Crymog. c. ii. 663.

† Meyrick's Ancient Armour, i. 35.

‡ Ured. Sig. Com. Flandr. p. 14.

§ Gough's Sep. Mon. p. cv.

‖ Montfaucon, Mon. Franç. tom. ii. pl. 12.

¶ Meyrick, i. 36. In Henry the Second's time, it was the fashion to paint and gild the shield very highly. Job. Sarisb. Policrat. lib. vi. c. 3. Nicolas, son of Sigurd Ran, says Snorre, used a red shield, ornamented with stars, (circ. 1175).—*Magnus Erlingson's Saga*, cap. 40, tom. iii. p. 445.

** *Nial's-Saga*, cap. 63, p. 199.

the hall of Kiars:"* Frequent mention is made in the *Sagas* of French swords, French helmets, and French coats of mail; † and Wace, in the *Roman de Rou*, says that Rollo and his companions:—

> "*Chevals quistrent et armes à la guise franchoise,*
> *Quer lor* semblont è plus riche è plus cortoise." ‡

At the end of the eleventh century these shields are thus minutely described by Anna Comnena, in speaking of the French knights:—"For defence they bear an impenetrable shield, not of a round, but of an oblong shape, broad at the upper part, and terminating in a point (*οὐ περιφερῆς ἀλλα θυρεὸς ἀπὸ πλατυτάτου ἀρξάμενος καὶ εἰς ὀξὺ καταλήγων*). The surface is not flat but convex, so as to embrace the person of the wearer; and the exterior face is of metal, so highly polished by frequent rubbing, with an umbo of shining brass in the middle, as to dazzle the eyes of the beholder. §

An ancient shield, of this description, is preserved in the Royal Museum at Copenhagen, which was excavated at Röldal, near Hardangr, in Norway. Its length is four feet, by two in width, and it is composed of two layers of boards (*tuibyrding*), each half an inch in thickness, the outermost placed longitudinally, the innermost horizontally; the surface is protected by a covering of leather, slightly figured, and in the interior are three handles of the same material, fastened with iron nails, the heads of which appear on the outside. This shield is convex, and gradually decreases in width towards the lower end. Olaus Wormius, to whom it once belonged, mentions another similar to it, which was sent him from Ireland, as a relic of Danish antiquity. The author of the *Museum Regium* supposes it might have been brought by the Northmen from France, after their conquests there; but remarks, that a similar shield was used by Earl Skute of Norway, about the year 1239. ‖ In Abbot Anselm's MS., before referred to, the Danes are likewise represented with kite-shaped shields, on which are various figures. This kite-shaped shield became by degrees wider at the top, as may be seen in the cases of some of the Warders, and, towards the close of the twelfth century, became considerably shortened; an instance of which is afforded on the seal of Earl Magnus, son of Benedict, about A.D. 1196.¶

One peculiarity, with regard to these figures of the Warders, and which serves to confirm, in no small degree, my belief that they are of

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* *Atla*-Quida, vol. ii. p. 370. This Kiars was a regulus of Gaul, who lived in the sixth century. Cf. *Volunda Quida*, and Suhm's Hist. Krit. tom. ix. pp. 88, 425.

† Cf. Snorre, i. 95, and Index to Orkneyinga Saga, p. 283, in v. *Valska*.

‡ Vol. i. p. 65.

§ Alexiad. lib. xiii. p. 314. In the *Herverar Saga*, Arngrim is said to have had a shield of large size, strengthened with plates of iron (*storum járnolám*), cap. 3.

‖ Mus. Reg. pt. ii. § iii. 23. Cf. Mus. Worm. p. 370, and *Saga Hakonar Konung*, Hákonar-sonar. cap. 238, 242.

¶ Peringskiold, *Attälar for Swea och Götha Konunga Hus.* p. 72.

Norwegian or Icelandic workmanship, is the singular manner in which they are represented *biting their shields*. Now this was a characteristic of the Scandinavian *Berserkar*, who were unarmed warriors, subject to fits of madness on the eve of a battle, under the influence of which they performed the most extraordinary feats. Snorre Sturleson, in his *Heimskringla*, thus describes them:—"The soldiers of Odin went forth to the combat without armour, raging like dogs or wolves, biting their shields, and in strength equal to furious bulls or bears. Their enemies they laid prostrate at their feet; neither fire nor weapon harmed them; this frenzy was called *Berserksgangr*."* So also the historian Saxo, in speaking of the sons of Syvald, writes, This man had seven sons so expert in the art of magic, "ut sæpe subitæ furoris viribus instincti, solerent ore torvum infremere, *scuta morsibus attrectare*, torridas fauce prunas absumere, extructa quavis incendia penetrare: nec posset conceptus dementia motus alio remedii genere quàm aut vinculorum injuriis aut cædis humanæ piaculo temperari."† And in another passage, where Hartben Helsing sees his champions defied by Haldan, in a fit of madness he bites furiously the edge of his shield.‡ The same feat is practised in the *Herverar Saga* by the sons of Arngrim, when preparing to fight with Hialmar and Oddr Vinforla.§ From these authorities it is evident, that, although the sculptor of the Chess-men did not, from obvious reasons, fashion these pieces without armour, as was strictly the case with the race of men called Berserkar, (whence their name, qu. *Bare-shirt*, is derived,) yet that he evidently intended, by retaining one of the principal symptoms which always accompanied these ancient fits of warlike frenzy, to designate the impetuosity and valour of the champions on the mimic field of battle, which the Chess-board was supposed to represent.

On the swords and spears of the Chess-figures, it will be unnecessary to dwell long. They are known to have been used by all the Gothic nations, and were long and heavy. They had, besides, a shorter sword, which was called *sax*.‖

(*To be continued in our next Number.*)

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* *Ynglinga Saga*, cap. 6, tom. i. p. 11. Cf. Barthol. Antiq. Dan. p. 345; Verelii Index Ling. Scytho-Scand. in v. *Berserkr*; and the Annotations *De Berserkis* at the end of *Kristni-Saga*, p. 142, 4to. Havn. 1773.

† Hist. Dan. lib. vii. p. 123.

‡ Ib. lib. vii. p. 124.

§ P. 25, ed. 4to. Hafn. 1785. Cf. p. 35.

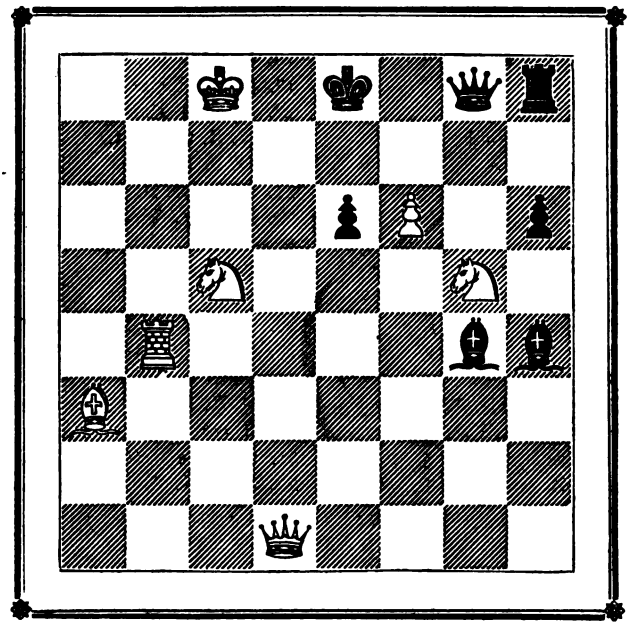
‖ V. Notas Reenhielmi ad Thorsten's Vikings-son's *Saga*, p. 85, and the collections of Sperlingius, MS. Add. 5183, f. 56.

PROBLEM, No. 30.

By the Rev. H. BOLTON.

White to effect Mate with the Pawn in thirteen Moves.

Black.



White.

GAME LXXVI.

Played by the Honorary Secretary of the London Chess Club and a skilful Provincial Amateur. The former giving the Pawn and two Moves.—*White's K. B. P. must be taken from the board.*

Black. (Amateur.)	*White.* (Hon. Sec.)
1. K. P. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. K. Kt. P. one
3. K. R. P. two (*a*)	3. Q. P. two
4. K. R. P. one	4. K. Kt. P. one
5. K. R. P. one	5. B. to K. second (*b*)
6. Q. checks	6. K. to Q. second
7. K. P. takes P.	7. P. takes P.

Black. (Amateur.)	*White.* (Hon. Sec.)
8. K. B. to K. B. fifth (check)	8. K. to Q. B. third
9. B. takes Q. B.	9. Q. takes B.
10. B. takes K. Kt. P.	10. Q. to K. third (check)
11. B. to K. third	11. Kt. to Q. second
12. K. Kt. to B. third	12. K. Kt. to B. third
13. Kt. to K. fifth (check)	13. K. to Kt. third
14. Kt. takes Kt. (check)	14. Kt. takes Kt.
15. Kt. to Q. B. third (*c*)	15. B. to Q. Kt. fifth
16. Q. R. P. one	16. B. takes Kt. (check)
17. P. takes B.	17. Q. R. P. one
18. Q. R. checks	18. K. to Q. R. second
19. Q. to K. second	19. K. R. to K. Kt.
20. K. Kt. P. one	20. Q. R. to K.
21. Q. to Q. third	21. Kt. to K. B. third
22. K. R. to R. fourth	22. Q. to Q. third
23. K. to Q. second	23. Kt. to K. fifth (check)
24. R. takes Kt.	24. R. takes R.
25. P. to Q. B. fourth	25. K. R. to K.
26. P. to Q. B. third (*d*)	26. Q. P. takes P.
27. Q. takes P.	27. Q. Kt. P. one
28. Q. to Kt. fourth (*e*)	28. Q. to K. third
29. Q. R. P. one	29. Q. R. P. one
30. Q. to Kt. third	30. R. takes B.
31. P. takes R.	31. Q. takes P. (check)
32. K. to B. second	32. Q. to K. B. seventh (check)

AND THE FIRST PLAYER RESIGNED.

Notes to Game LXXVI.

(*a*) The advance of this Pawn generally proves embarrassing to the player who gives the Pawn and move or Pawn and two moves.

(*b*) It would have been injudicious play to have taken the K. R.'s P.

(*c*) He should have advanced his Q. B.'s P. two squares.

(*d*) Pawn to Q. B.'s fifth would have been stronger play.

(*e*) We should have preferred playing the Bishop to K. B.'s fourth.

GAME LXXVII.

Played by the Honorary Secretary of the London Chess Club and M. Zytogorski; the former giving the odds of "Pawn and Move."—*Black's K. B. P. must be removed from the board.*

White. (M. Z—.)	*Black.* (Hon. Sec.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second

White. (M. Z—.)	*Black.* (Hon. Sec.)
4. K. B. P. two	4. Q. P. one
5. P. takes P.	5. P. takes P.
6. Q. B. to K. Kt. fifth	6. K. Kt. to B. third
7. B. takes Kt.	7. P. takes B.
8. Q. checks	8. Kt. to K. Kt. third
9. K. Kt. to B. third	9. Q. to Q. third (*a*)
10. K. Kt. to R.'s fourth	10. Q. B. to K. third
11. P. takes B.	11. Castles
12. Kt. takes Kt.	12. P. takes Kt.
13. Q. to K. second (*b*)	13. B. to K. R. third
14. Q. R. P. one	14. K. R. to K. square
15. K. Kt. P. one	15. R. takes P.
16. B. to K. R. third	16. K. B. P. one
17. P. takes P.	17. R. to K. B. third
18. Castles	18. K. to Q. Kt. square
19. K. to R.	19. P. takes P.
20. R. takes P.	20. Q. to Q. fourth (check)
21. K. to Kt.	21. R. takes R.
22. B. takes R.	22. Q. to Q. fifth (check)
23. K. to Kt. second	23. Q. takes Q. Kt. P.
24. K. R. P. two	24. Q. takes R.
25. Q. B. P. one	25. Q. takes Kt.
26. B. takes Q.	26. R. to Q. seventh
27. Q. takes R.	27. B. takes Q.
28. Q. B. P. one	28. K. to B.
29. K. to B. third	29. K. to Q. second
30. K. Kt. P. one	30. K. to K. third
31. K. Kt. P. one	31. Q. R. P. one
32. Q. R. P. one	32. Q. B. P. one
33. K. to Kt. fourth	33. Q. Kt. P. two
34. Q. R. P. takes P.	34. R. P. takes P.
35. P. takes P.	35. P. takes P.
36. K. R. P. one	36. K. to K. B. second
37. K. to B. fifth	37. B. takes K. Kt. P.
38. K. takes B.	38. K. to Kt. second

DRAWN GAME.

Notes to Game LXXVII.

(*a*) He should have played his Bishop to K. Kt.'s second.

(*b*) Had he taken the Rook, he must have lost his Queen.

GAME LXXVIII.

Between the same Competitors; Black giving the Pawn and Move.

White. (M. Z—.)	*Black.* (Hon. Sec.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. K. P. two
3. Q. B. P. one	3. Q. to K. R. fifth
4. K. B. to Q. third	4. K. P. takes P.
5. K. Kt. to B. third	5. Q. to K. Kt. fifth
6. P. takes P.	6. K. B. checks
7. Q. Kt. to B. third	7. K. Kt. to B. third (*a*)
8. Castles	8. Castles
9. Q. P. one	9. Q. Kt. to K. second (*b*)
10. Q. to Q. Kt. third	10. Q. Kt. to K. Kt. third
11. Q. takes B.	11. Q. P. one
12. K. B. to K. second	12. Q. Kt. to K. B. fifth
13. Q. B. takes Kt.	13. Q. takes B.
14. K. Kt. to Q. fourth	14. Kt. to K. Kt. fifth
15. B. takes Kt.	15. Q. takes B.
16. K. B. P. two	16. B. to Q. second
17. K. B. P. one	17. Q. to K. Kt. fourth
18. Kt. to K. sixth	18. Q. to K. sixth (check)
19. K. to R. square	19. R. to K. B. third
20. R. to K. B. third	20. Q. to K. R. third
21. R. to K. R. third	21. Q. to Q. seventh
22. Q. R. to Q.	22. Q. to K. B. seventh
23. K. R. to K. B. third	23. Q. to K. R. fifth
24. Q. R. to K. B.	24. Q. to K. R. fourth
25. Q. takes Q. Kt. P.	25. Q. R. to K.
26. Q. takes Q. B. P.	26. K. R. to K. R. third
27. R. to K. R. third	27. Q. to K. B. second
28. R. takes R.	28. P. takes R.
29. Q. takes Q. P.	29. R. to Q. B. square
30. Q. to K. Kt. third (check)	30. K. to R. square
31. Q. to K. Kt. seventh (check)	31. Q. takes Q.
32. Kt. takes Q.	32. K. takes Kt.
33. K. P. one	33. R. to K. B. square
34. K. B. P. one (check)	34. K. to B. second
35. K. P. one (check)	35. B. takes P.
36. P. takes B. (check)	36. K. takes P.
37. K. B. P. one	37. R. takes P.
38. R. takes R.	38. K. takes R.
39. K. Kt. P. two, and wins. (*c*)	

Notes to Game LXXVIII.

(*a*) Fearful of bringing the adverse Rook into immediate action, Black prudently refrained from seizing the proffered K. Kt.'s Pawn.

(*b*) He should have taken the Kt. with his Bishop; after the present move, the loss of a piece appeared inevitable.

(*c*) This game is not well played by the second player, and is far from a favourable specimen of his skill.

GAME LXXIX.

Played at the London Chess Club, between two of the best Metropolitan Players.

[This and the following game originally appeared in the periodical from whence we extracted two specimens of the Muzio Gambit in our last number. They can have been seen but by few of our readers, and will be thought by all deserving a permanent record in the "Chronicle."]

White.	*Black.*
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. Q. Kt. to B. third	3. K. P. two
4. Q. P. one	4. K. Kt. to B. third
5. K. P. two	5. K. B. to Q. third
6. K. Kt. to B. third	6. Castles
7. K. B. takes P.	7. Q. B. P. one
8. Castles	8. Q. Kt. P. two
9. B. to Q. third	9. Q. Kt. P. one
10. Q. Kt. to K. second	10. Q. B. P. takes P.
11. Q. B. to K. Kt. fifth	11. Q. B. to K. Kt. fifth
12. K. P. takes P.	12. B. takes Kt.
13. K. Kt. P. takes B.	13. Q. Kt. to Q. second
14. Kt. to K. Kt. third	14. Q. to Q. Kt. third
15. K. to R.	15. B. to Q. B. fourth
16. R. to K. Kt. square	16. B. takes K. B. P.
17. R. to K. Kt. second	17. Q. R. to K. square
18. Kt. to K. fourth	18. K. Kt. takes Kt.
19. K. B. P. takes Kt.	19. K. B. P. two
20. Q. to K. B. third	20. K. B. P. takes P.
21. Q. takes P.	21. K. Kt. P. one
22. Q. R. to Q. B.	22. Kt. to Q. B. fourth
23. Q. to Q. B. fourth	23. Kt. takes B.
24. Q. P. one, (disc. ch. with the Q.)	24. K. to Kt. second
25. Q. takes Kt.	25. K. P. one
26. Q. to Q. fifth	26. B. to K. sixth (*a*)
27. B. takes B.	27. Q. takes B.
28. Q. to her square	28. Q. to K. B. sixth
29. Q. R. to Q. B. seventh (check)	29. K. to R. third
30. Q. to Q. second (check)	30. K. P. one
31. Q. to Q. fourth (*b*)	31. Q. to K. B. third (*c*)
32. Q. takes Q. R. P.	32. Q. to K. B. eighth (check)

White.	*Black.*
33. R. to K. Kt. square	33. Q. takes R. (check) (*d*)
34. K. takes Q.	34. K. P. one
35. R. takes K. R. P. (check)	35. K. to Kt. fourth
36. K. R. P. two (check)	36. K. to Kt. fifth
37. R. to K. seventh	37. K. P. one, becoming a Q. (ch.)
38. R. takes Q.	38. R. takes R. (check)
39. K. to Kt. second	39. R. to K. seventh (check)
40. K. to Kt. square	40. K. to Kt. sixth
41. Q. to K. seventh	41. R. to K. Kt. seventh (check)
42. K. to R. square	42. K. R. to K. B. eighth (checkmate).

Notes to Game LXXIX.

(*a*) Very well played. Had the first player checked with his Queen's Rook at Q. B.'s seventh, Black, by taking the Rook with his Queen, must have won easily.

(*b*) Threatening a dangerous check either at K. Kt.'s seventh, or at K. R.'s fourth.

(*c*) White might have drawn the game by checking with the Queen at K. B.'s eighth.

(*d*) A skilful move.

GAME LXXX.

Finely contested Game, from the collection of Unpublished MSS. in the possession of Mr. Lewis, played between that Gentleman and Mr. M'Donnell, some years since; Mr. Lewis giving the odds of the Pawn and two Moves.—*The K.B.P. of Black must be removed from the board.*

White.	*Black.*
1. K. P. and Q. P. two	1. Q. Kt. to B. third
2. K. Kt. to R. third	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. K. B. P. two	4. P. takes P.
5. Q. B. takes P.	5. Q. Kt. to K. Kt. third
6. K. P. one	6. K. B. to Q. B. fourth
7. Q. Kt. to Q. second	7. Kt. takes B.
8. Kt. takes Kt.	8. Q. to K. Kt. fourth
9. Kt. to Q. third	9. K. B. to Q. Kt. third
10. Q. Kt. to K. B. third	10. Q. to K. sixth (check)
11. Q. to K. second	11. K. Kt. to K. second
12. Q. takes Q.	12. B. takes Q.
13. Q. B. P. two	13. Castles
14. K. B. to K. second	14. Q. P. one
15. P. takes P.	15. P. takes P.

White.	*Black.*
16. Kt. to K. B. second	16. Kt. to K. Kt. third
17. Castles with K. R.	17. Kt. to K. B. fifth
18. Q. R. to K. square	18. Q. B. to K. Kt. fifth
19. K. to R. square	19. Q. B. takes Kt.
20. P. takes B.	20. Kt. takes B.
21. R. takes Kt.	21. R. takes P.
22. K. to Kt. second	22. Q. R. to K. B. square
23. Q. Kt. P. two	23. Q. Kt. P. one
24. Q. R. P. two	24. Q. R. P. two
25. P. takes P.	25. P. takes P.
26. Kt. to K. fourth	26. K. R. takes R.
27. R. takes B.	27. K. R. to K. B. fifth
28. Kt. takes P.	28. R. to K. Kt. fifth (check)
29. K. to R. third	29. K. R. P. two
30. R. to K. Kt. third	30. R. to Q. fifth
31. R. to Q. B. third	31. K. Kt. P. two
32. R. to K. Kt. third	32. P. checks
33. K. to R. fourth	33. K. to Kt. second
34. K. to Kt. fifth	34. K. R. to K. B. fifth
35. Q. B. P. one	35. K. R. to K. B. third
36. R. to K. third	36. K. R. to K. Kt. third (check)
37. K. to R. fourth	37. Q. R. to K. B. sixth
38. R. takes R.	38. P. takes R.
39. Kt. to K. B. fifth (check)	39. K. to B. third
40. Kt. to K. third	40. K. to K. fourth
41. Q. B. P. one	41. K. to Q. third
42. K. takes R. P.	42. R. to K. Kt. square
43. K. R. P. two	43. K. B. P. one
44. K. to R. sixth	44. R. to K. B. square
45. K. R. P. one	45. K. B. P. one, becomes a Queen
46. Kt. takes Q.	46. R. takes Kt.
47. K. to Kt. seventh	47. K. takes Q. P.
48. Q. B. P. one	48. R. to Q. B. eighth

AND WINS THE GAME.

GAME LXXXI.

In the Match between M. De La Bourdonnais and Mr. M'Donnell.
(Game 15th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third

White. (M. De la B.)	*Black.* (Mr. M'D.)
6. Q. Kt. to B. third	6. K. B. to K. second
7. K. Kt. to B. third	7. Castles
8. K. R. P. one	8. Q. B. P. one
9. Q. B. to K. third	9. Q. B. to K. B. fourth
10. K. Kt. P. two	10. B. to K. Kt. third
11. K. Kt. to K. fifth	11. Q. Kt. to Q. second
12. Kt. takes B.	12. K. R. P. takes Kt.
13. K. R. P. one	13. Q. Kt. to Q. Kt. third
14. K. B. to Q. Kt. third	14. K. Kt. to Q. fourth
15. K. R. P. one	15. Kt. takes B.
16. K. B. P. takes Kt.	16. B. to K. R. fifth (check)
17. K. to Q. second	17. P. takes K. R. P.
18. Q. to K. B. third	18. B. to K. Kt. fourth
19. Q. R. to K. B. square	19. Q. takes Q. P. (check)
20. K. to Q. B. second	20. Q. to K. B. third
21. K. R. takes P.	21. Q. to K. Kt. third (check)
22. K. P. one	22. Kt. to Q. fourth
23. Q. R. to K. R.	23. B. to K. R. third
24. K. Kt. P. one	24. K. B. P. two
25. Kt. takes Kt.	25. Q. B. P. takes Kt.
26. B. takes P. (check)	26. K. to R. second
27. R. takes B. (check)	27. P. takes R.
28. R. takes P. (check)	28. Q. takes R.
29. P. takes Q.	

AND BLACK RESIGNED. (*a*)

Note to Game LXXXI.

(*a*) There is nothing in the present game requiring particular comment; the latter portion of it is cleverly played by De la Bourdonnais.

PROBLEMS FOR YOUNG PLAYERS.

By R. A. B.

No. 21.

Whichever party moves first, mates in five moves.

White.	*Black.*
K. at Q.'s second square	K. at K. Kt.'s square
Q. at Q. B.'s third	Q. at Q. R.'s fifth
R. at K.'s square	R. at Q. R.'s seventh
R. at Q. B.'s fourth	R. at Q. B.'s square
B. at K. B.'s third	B. at Q. Kt.'s second
B. at K.'s third	B. at Q. R.'s second

White.	*Black.*
Kt. at Q.'s square	Kt. at Q. R's sixth
Pawns at K. R.'s fourth, K. Kt.'s third, K. B.'s second, and Q. B.'s second	Pawns at Q. R.'s fourth, Q. Kt.'s fourth, K.'s fourth, K. B.'s fourth, K. Kt.'s third, and K. R.'s second

No. 22.

By the same.

White to mate in six moves.*

White.	*Black.*
K. at K. R.'s second	K. at K. Kt.'s second
Q. at Q.'s third	Q. at Q. Kt.'s third
R. at Q. B.'s fifth	R. at Q. Kt.'s fourth
Kt. at K. Kt.'s fifth	B. at Q.'s second
Pawns at K. R.'s third, K. Kt.'s second, K. B.'s fourth, K.'s fifth, and Q.'s fourth	Pawns at K. R.'s second, at K. Kt.'s third, K. B.'s fourth, K.'s third, and Q.'s fourth

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SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 19.

White.	*Black.*
1. R. to Q. Kt.'s sixth (check)	1. B. takes R.
2. Q. takes B. (check)	2. K. to Q. R.'s square
3. Q. takes R.'s P. (check)	3. K. to Kt.'s square
4. Q. to Kt.'s sixth (check)	4. K. to R.'s square
5. B. at Q. R.'s second takes Q.'s P. (check)	5. Q. takes B.
6. P. takes P. (discov. check and mate).	

No. 20. †

White.	*Black.*
1. K. B. P. one	1. Kt. to K.'s third
2. Q. to R.'s fifth (check)	2. K. to Kt.'s square
3. Kt. to K. B.'s fifth	3. K. R. to K.'s square (his best move)
4. Kt. to R.'s sixth (check)	4. K. to R.'s square
5. Kt. takes P. (check)	5. K. to Kt.'s square
6. Q. to Kt.'s sixth (check)	6. K. to B.'s square
7. Kt. to R.'s sixth, and mates next move.	

* This position occurred in play; White took the adverse Rook with Rook, and Black's Bishop took the Rook in return.

† "White, playing first, to mate in eight moves."—(See p. 249.)

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 1.

From — KOCH.

White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s square
R. at Q. Kt.'s seventh	Pawn at K.'s third
R. at Q.'s seventh	
Pawn at Q. Kt.'s sixth	

In this position, White engages to checkmate with his Pawn in eight Moves, without moving his King.—*Black is not permitted to claim any piece but a Queen for his Pawn when it reaches the ultimate square.*

No. 2.

By PONZIANI.

White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s square
Q. at K. B.'s fourth	R. at K. R.'s square
R. at K. B.'s second	B. at Q.'s sixth
	B. at Q. B.'s fourth
	Pawns at Q. Kt.'s second, and K. B.'s fourth

White to win in six Moves.

No. 3.

AUTHOR UNKNOWN.

White.	*Black.*
K. at Q. R.'s second	K. at K. Kt.'s square
Q. at K. B.'s sixth	Q. at her square
R. at Q. Kt.'s eighth	
R. at Q. B.'s seventh	
P. at K. Kt.'s second	

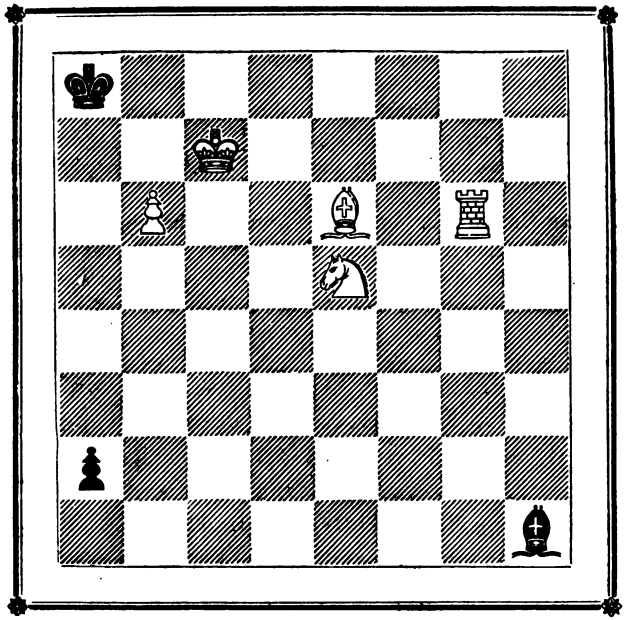
White to win with the Pawn in seventeen Moves, without taking the Queen.

PROBLEM, No, 31.

By Herr K—G.

White, playing first, Mates with the Pawn in four Moves.

Black.



White.

NOTICES TO CORRESPONDENTS.

CHESS.

"X. Y. Z."—We have examined the problem in five moves, and believe there is a flaw which renders it unavailable for our collection. It appears that Black, at his second move, instead of taking the Pawn with his King, may play the King to Q. Kt.'s fifth, in which case it is not clear that the mate can be effected within the prescribed number of moves. The diagram mentioned is correctly printed. Perhaps "X. Y. Z." will favour us with the mode of play by which he thinks that Black could win.

"H., CONNAUGHT TERRACE."—De la Bourdonnais died Dec. 13th, 1840, aged 43 years.

"R. M., LUDLOW."—M. Zytogorski is a resident of London, and promises to be one of the best among our Metropolitan Chess-players.

"A. Z., MANCHESTER."—We ought, ere this, to have received the corrected list. If our correspondent is a member of the Club, he will perhaps oblige us by sending it, together with the moves in the match now pending.

"F. E., WINDSOR."—When a game is drawn, the player who had the first move in that game has the privilege of playing first in the next. "Is it usual among the higher class of players, to play alternately with the White and Black pieces?" No; the player commencing with either coloured men, rarely changes them during the sitting. Castling is allowed under the circumstances named.

"C. T., SALISBURY."—Many thanks. The suggestions shall not pass unheeded.

"A LYNN CHESS PLAYER."—The games in the long-pending match between the Yarmouth and Lynn Clubs arrived too late for examination this week.

"W., BRISTOL."—Write to the publisher on the subject.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

BY SIR FREDERICK MADDEN, F.R.S.

(*Continued from p.* 256.)

IN Egil's *Saga*, a Northern warrior's arms, who fought in the battle of Brunawburg, A. D. 926, are thus described:—"Thorolf had a wide and thick shield, and a strong helmet on his head; he was girt with a sword called *Lang*, a mickle weapon and good. In his hand he carried a spear (*Kesiu*) the head of which was two ells in length, terminating in a four-edged point, and broader at the upper part; the part connecting the head with the staff was of iron, long and thick, and the staff itself in length a cubit, bound strongly with iron. This kind of spear is called *Brynthvarar* (the darkness of byrnies)."* The spear of Arnliot Gellin was of such thickness that it quite filled his grasp, (literally was a *hand-full*,) and was covered with gold.† Their swords were often ornamented very highly, as will appear from citations already made; and the value

* Cap. 53, p. 285, ed. 4to. Havn. 1809. Bartholinus gives an engraving of this spear, p. 149.

† Saga af Olafi hinom Helga, cap. 227, tom. ii. p. 354. Compare the description of Grettur's spear in *Grettar Saga*, ap. Bartholin. p. 364.

of one may be learnt from Torfæus, lib. v. cap. 13, where the sword given by Hacon Adelstein to Hoskuld, is estimated at half a pound of gold, equal to 128 dollars in Danish money.*

It results therefore, from the above inquiry, that the general military costume of the Chess-men will accord as well with what we know of the armour of the ancient Norwegians, as with that of any other nation; and that, in several particulars, its character is more appropriate to the Northern than to the Southern or Eastern style of dress.

But the strongest argument, perhaps, in favour of our hypothesis, is that which rests on the testimony, ancient and modern, of the Scandinavians for the game of Chess, which they seem to have cultivated from a remote period. Whether they derived their knowledge of the Game from their intercourse with the Franks in the ninth and tenth centuries, or from Constantinople, may admit of a doubt; but the latter seems, on various accounts, more probable.

As early as the beginning of the ninth century, Ragnar Lodbrog is reported to have visited the Hellespont; and before the middle of the eleventh century, the expedition of Harald Hardrad to the East, his amour with the Empress Zoe, his escape from prison by means of the Varangian guards, are matters of historical record. The early establishment of these Varangians as the Imperial Guard, (who were undoubtedly Scandinavians, and who play so principal a part in Sir Walter Scott's recent novel of Count Robert,) would of itself argue an intimate connexion between the Greeks and Northmen, and this is corroborated by perpetual notices in the *Sagas*.† The share also taken by the Northmen in the first crusade, is an additional argument for their acquaintance with the Oriental world. But as the game of Chess certainly passed from Asia to Europe, and probably through more channels than one, it is of very minor importance to inquire more minutely from what quarter the inhabitants of the North received it.‡ In proof of the ancient use of Chess among them, I shall content myself by adducing such passages of the old Northern writers as have occurred to me in this inquiry. In the *Saga* of Ragnar Lodbrog, printed in Biörner's collection, § and in an ancient account of the Danish invasion of Northumberland in the ninth century, entitled *Nordymbra*, ‖ it is stated, that after the death of Ragnar, messengers were sent to his sons in Denmark, by King Ælla, to communicate the intelligence, and to mark their behaviour when they received it. They were found thus occupied:—"Sigurd Snake's-eye

* Sperlingius, ubi supr. Cf. the account of Otger's sword preserved formerly in the Monastery of Pharon. Act. Benedict. Sæc. 4, p. 1; Bartholin. p. 579; and Rothe's Treatise, "De Gladiis Veterum, imprimis Danorum," 12mo. Havn. 1752.

† V. Pontoppidan, *Gesta Danorum extra Daniam*, tom. i. cap. 1, 8vo. Lips. 1740.

‡ V. Loccenii Antiq. Goth. lib. iii. c. 3, p. 144, 4to. Francf. 1676.

§ Cap. 18, fol. Stockh. 1737.

‖ Thorkelin's Fragments of Engl. and Irish Hist. p. 13, 4to. Lond. 1788.

played at Chess (*sitia at hnef-taflet*) * with Huitserk the bold; but Biorn Ironside was polishing the shaft of a spear in the middle of the hall. As the messengers proceeded with their story, Huitserk and Sigurd dropped their game (*lata thega falla nithr taflit*), and listened to what was said with great attention; Ivar put various questions; and Biorn leant on the spear he was furbishing. But when the messengers came to the death of the chief, and told his expiring words, that the young boars would gnarl their tusks (literally grunt) if they knew their parent's fate, Biorn grasped the handle of his spear so tight, with emotion, that the marks of his fingers remained on it, and when the tale was finished dashed it in pieces: Huitserk compressed a Chess-man he had taken so forcibly with his fingers, that the blood started from each; † whilst Sigurd Snake's-eye, pareing his nails with a knife, was so wrapt up in attention, that he cut himself to the bone without feeling it." So also in the Herverar *Saga*, which refer to very ancient traditions of Scaldic poetry, Hervora, daughter of Angantyr, goes to the court of Godmund, King of Istunheim, in male disguise, and assumes the name of Hervar-dr. One day, as the old King was playing at Chess (*lek at skaktafli*), it happened that he had the worst of the game, and was on the point of being mated (*ok bvit vid mâti*). The King asked if any one could assist him with advice at the game (*vid-tablinn*). Then Hervardr went up to him, and so played, that in a short time the game was restored, and Godmund had the advantage, which made him very joyful.†

In the same *Saga*, cap. 15, among the *ænigmata*, or riddles, proposed by Odin under the form of Gest the Blind, to King Heidrek, occur three which refer to the game of Chess,‡ and prove how familiar it must have been at a period of remote antiquity.

Gest asks the Monarch:

Hverier rô þegnar	Who are those Lords
er rída pingi at,	who ride in company
sáttir allir saman	all together in amity,
lída sína sendu peir	who send out their people
lönd yfir,	over the lands,
at biggia bôlstalli	to acquire habitations?
Heidrekr Kongr	O King Heidrek,
hygg pu at gátu	attend to the riddle!

* *Hnef-Hafl.* Ludus latrunculorum, *Shakspel*, Verilius. So termed from *Hneft*, the hand or fist, by which the pieces were moved, qu. *Hand-play*.

"Hellt *taufto* einni er han hafthi drepit, oc hann Kreisti hana sua fast, at blod stauck undan huerum nagli." The Latin version in Biörner reads, "captivum quendam calculum tantisper manu tenens, mox duriter adeo torsit, ut sanguis ex unoquoque erumperit digito;" and in Thorkelin, "Latrunculum quem ceperat tam fortiter inter digitos compressit, ut singuli sanguinem mitterent." This *Saga* is supposed to have been written at the beginning of the thirteenth century. See Müller's *Saga Bibliothek*, vol. ii.

† Herverar Saga, cap. 7, p. 74, ed. 4to. Hafn. 1785. ‡ P. 146, 148, 152.

Heidrek answers:

God er gáta þin	Easy is this riddle,
Gestr blindi	O Gest the Blind;
getit er þeirrar;	this is the solution:
Itreer oki Aundóttr	Itrect and Aundott
om aldr daga	every day
tefla teitr skák	play blithely at Chess;
sátt er peim lidallt	all their people are in amity
er i siod Kiemr	when they come into the bag,
enn á reitum reitt	but at enmity when in the field.

Gest asks the Monarch:

Hverier ró þegnar	Who are these lords,
er rída pingi at	who ride in company,
sáttar allir saman,	altogether in amity;
lída sína senda þeir	who send out their people,
lönd yfir,	over the lands,
at byggia bólstadi?	to acquire habitations?
Heidrekr Kongr,	O King Heidrek
hygg pu at gátu.	attend to the riddle!

Heidrek answers:

God er gáta þin	Easy is thy riddle,
Gestr blindi,	O Gest the Blind,
getit er þeirrar:	this is the solution:
Itrecr ok Aundóttr	Itrec and Aundott
om aldr daga	every day
tefla teitr skak;	play blithely at Chess;
sátt er þeim lid allt	all their people are in amity
er i siod Kiemr,	when they come into the bag,
enn á reitum reitt.	but at enmity when in the field.

Gest again inquires:

Hveriar ró þœr drosir *	Who are those ladies
er sinn drottinn	who their lords
vapnlausann vega;	slay without weapons;
enar dauckvari † hlífa	the dark-coloured defend
úm alla daga,	throughout the day,
enn enar fegri fara?	but the fair-hued kill?
Heidrekr Kongr, &c.	O King Heidrek, &c.

Heidrek replies:

God er gáta þin	Easy is the riddle,
Gestr blindi,	O Gest the Blind,

* Al. *brudir*, brides.

† Al. *jarpari*, the brown.

getit er þeirrar:	thus it is solved:
duga hnefa taublör	the dark coloured Chess-pieces
dauckvari í tabli,	defend on the board,
enn hoítar heria a mót	but the white destroy.*

A third time Gest asks:

Hvert er þat dyra	What is that animal,
en drepr fe manna	which slays men's cattle,
ok er jarni	and is with iron
allr urinn í Kring:	all about clad:
horn hefir átte	sides it has eight,
enn höfut ecki,	but no head,
oc filgia þvi margir meök?	and many run after it?
Heidrekr Kongr, &c.	O King Heidrek, &c.

Heidrek answers:

God er gáta þin	Easy is thy riddle,
Gestr blindi,	O Gest the Blind,
getit er þeirrar:	this is the solution:
húni † man sia vera	it is a Chess-man
í hnefa tabli	on the table board,
frekr ok flár til fear.	bold and crafty to acquire fee.

It is sufficiently obvious, that the first of these ænigmata relates to the Chess-Knight, the second to the Chess-Queen, and the last to the Chess-Pawn; but the third receives unusual illustration by a view of the Pawns which form part of the set discovered in the Isle of Lewis, which present to us the octagonal shape alluded to by Gest; and this adds a collateral proof in support of their Northern manufacture. From the above citation, as well as from the *Gunnlaugi Saga*, it would seem as if not only men but women were accustomed to play at Chess; which was the case also in France and England, as proved by various authorities I might produce. Olaus Magnus says that all the Northern people were acquainted with the Game, and more particularly the men of birth among them, who made use of it as a means to ascertain the temper and abilities of their daughters' suitors before marriage.‡

(*To be continued in our next Number.*)

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* See the note of Verelius to this obscure passage, in his edition of the Herverar *Saga*, fol. Ups. 1672.

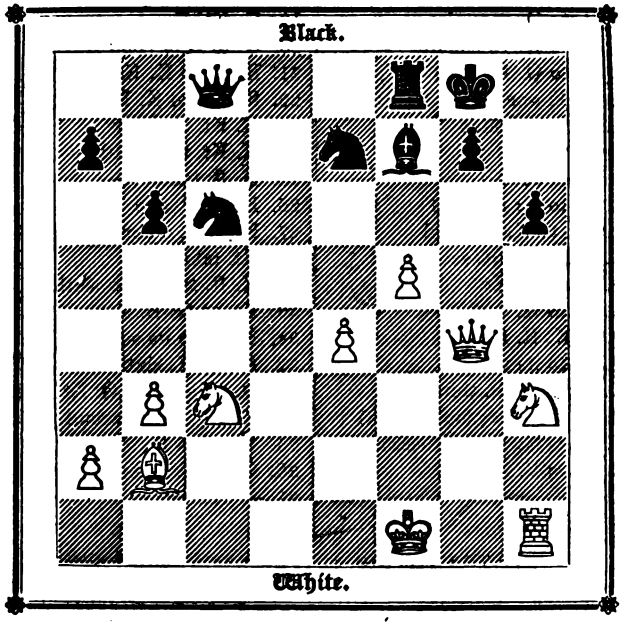
† Al. *Hnottafli er*, a draught-man.

‡ Lib. xv. cap. 12, lib. xxi. cap. 28.

PROBLEM, No. 32.

From Mr. LEWIS's unpublished Chess MSS.

White to move, and win in six Moves.



GAME LXXXII.

Well played Game, between two strong Players at Berlin.

White.	*Black.*
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. Kt. to R. third
6. K. B. to Q. third	6. Q. to Q. Kt. third
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Castles	8. K. B. to K. second
9. K. to R. square	9. K. B. P. two
10. Q. P. two	10. Castles on K.'s side
11. Q. R. P. two	11. Q. R. P. two
12. K. R. P. one	12. Q. R. to Q. B. square
13. Q. Kt. to Q. R. third	13. Q. B. P. takes P.

White.	*Black.*
14. Q. B. P. takes P.	14. Q. Kt. to its fifth
15. K. B. to Q. Kt. third	15. K. to R. square
16. Q. to K. second	16. K. Kt. to K. B. second
17. Q. Kt. to its fifth	17. B. takes Kt.
18. P. takes B.	18. Q. to her square
19. Q. B. to Q. second	19. Q. Kt. P. one square
20. Q. R. to Q. B. square	20. Q. to Q. second
21. Q. R. to Q. B. third	21. K. R. to K. Kt. square
22. K. R. P. one	22. K. Kt. to K. R. third
23. K. Kt. to its fifth	23. K. Kt. P. one
24. K. R. P. one	24. K. Kt. to its fifth
25. P. takes P.	25. K. R. takes P.
26. Q. R. to K. R. third	26. K. R. P. one
27. K. Kt. to K. B. third	27. K. to R. second
28. K. Kt. to K. R. second	28. Kt. takes Kt.
29. Q. R. takes Kt.	29. K. R. to K. Kt. sixth
30. K. B. to Q. square	30. Kt. to Q. B. seventh
31. Q. to K. R. fifth	31. K. B. to its square
32. Q. B. to its third	32. Kt. to K. sixth
33. K. R. to K. B. third	33. Q. takes P. at Q. Kt. fourth
34. Q. to K. B. seventh (check)	34. K. B. to Kt. second
35. R. takes K. R. P. (check)	35. K. takes R.
36. R. takes R.	36. Q. to K. B. eighth (check)
37. K. to R. second	37. Kt. checks
38. B. takes Kt.	

THE SECOND PLAYER RESIGNED.

GAME LXXXIII.

Between Mr. ST—N and the Polish Amateur, M. Zytogorski; the former giving the odds of a Pawn and two Moves.

(*The K. B. P. of Black must be taken from the board.*)

White. (M. Z—.)	*Black.* (Mr. ST—N.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. one
3. K. P. one	3. K. Kt. P. one
4. K. R. P. two	4. Q. B. P. one
5. Q. B. P. one	5. P. takes P.
6. K. R. P. one	6. K. Kt. P. one
7. Q. to K. Kt. fourth	7. K. B. to K. second
8. Q. B. P. takes P.	8. K. Kt. to K. R. third
9. Q. to K. Kt. third	9. Q. Kt. to Q. B. third
10. K. Kt. to K. B. third	10. K. Kt. to K. B. second
11. K. R. P. one	11. Q. P. one
12. K. R. to R. fifth	12. Q. P. takes P.

White. (M. Z—.)	*Black.* (Mr. St—n.)
13. K. Kt. takes P. at K.'s fifth	13. Q. Kt. takes Kt.
14. P. takes Kt.	14. Q. to Q. R. fourth (check)
15. Q. B. to Q. second	15. Q. takes K. P. (check)
16. Q. takes Q.	16. Kt. takes Q.
17. K. B. to Q. Kt. fifth (check)	17. Q. B. to Q. second (*a*)
18. B. takes B. (check)	18. K. takes B.
19. Q. B. takes K. Kt. P.	19. Kt. to Q. sixth (check)
20. K. to K. B. square (*b*)	20. Q. R. to K. B. square
21. K. B. P. one	21. Q. R. to K. B. fourth
22. Q. Kt. to B. third (*c*)	22. Kt. to K. B. fifth
23. Q. R. to Q. square (check)	23. Kt. to Q. fourth (*d*)
24. K. B. P. one	24. K. R. to K. B. square
25. K. to his second	25. B. to Q. third
26. Kt. takes Kt.	26. P. takes Kt.
27. K. Kt. P. two	27. Q. R. to K. B. second
28. Q. R. takes Q. P.	28. K. to Q. B. third
29. Q. R. to K. B. fifth	29. R. takes R.
30. P. takes R.	30. R. takes P.
31. K. to K. B. third	31. K. to Q. fourth
32. R. to K. R. second	32. K. to K. third
33. K. to K. Kt. fourth	33. R. to Q. Kt. fourth
34. Q. R. P. one	34. R. to Q. Kt. sixth
35. R. to K. second (check)	35. K. to K. B. second
36. R. to Q. second	36. R. to Q. Kt. third
37. B. to Q. eighth	37. R. to Q. B. third
38. B. to K. Kt. fifth	38. R. to Q. Kt. third
39. R. to Q. third	39. Q. R. P. one
40. Q. R. P. one	40. K. to K. Kt. third
41. Q. Kt. P. one	41. B. to K. B. square
42. Q. R. P. one	42. R. to Q. third
43. R. to Q. B. third	43. R. to Q. fourth
44. R. to Q. B. seventh	44. R. to Q. Kt. fourth
45. R. to Q. B. eighth	45. K. to K. B. second (*e*)
46. R. to Q. B. third	46. K. to K. Kt. third
47. R. to Q. B. eighth	47. K. to K. B. second
48. R. to Q. eighth	48. R. takes Q. Kt. P.
49. R. to Q. seventh (check)	49. K. to K. Kt. square
50. R. to Q. eighth	50. K. to Kt. second
51. R. to Q. seventh (check)	51. K. to Kt. square
52. K. to K. B. fifth	52. Q. Kt. P. one
53. Q. R. P. takes P.	53. R. takes P.
54. R. to Q. R. seventh	54. R. to Q. Kt. fourth (check)
55. K. to K. Kt. fourth	55. R. to Q. Kt. third
56. K. B. P. one	56. B. takes K. R. P.
57. R. to Q. R. eighth (check)	57. K. to B. second

DRAWN GAME. (*f*)

White.	*Black.*
14. Q. B. P. takes P.	14. Q. Kt. to its fifth
15. K. B. to Q. Kt. third	15. K. to R. square
16. Q. to K. second	16. K. Kt. to K. B. second
17. Q. Kt. to its fifth	17. B. takes Kt.
18. P. takes B.	18. Q. to her square
19. Q. B. to Q. second	19. Q. Kt. P. one square
20. Q. R. to Q. B. square	20. Q. to Q. second
21. Q. R. to Q. B. third	21. K. R. to K. Kt. square
22. K. R. P. one	22. K. Kt. to K. R. third
23. K. Kt. to its fifth	23. K. Kt. P. one
24. K. R. P. one	24. K. Kt. to its fifth
25. P. takes P.	25. K. R. takes P.
26. Q. R. to K. R. third	26. K. R. P. one
27. K. Kt. to K. B. third	27. K. to R. second
28. K. Kt. to K. R. second	28. Kt. takes Kt.
29. Q. R. takes Kt.	29. K. R. to K. Kt. sixth
30. K. B. to Q. square	30. Kt. to Q. B. seventh
31. Q. to K. R. fifth	31. K. B. to its square
32. Q. B. to its third	32. Kt. to K. sixth
33. K. R. to K. B. third	33. Q. takes P. at Q. Kt. fourth
34. Q. to K. B. seventh (check)	34. K. B. to Kt. second
35. R. takes K. R. P. (check)	35. K. takes R.
36. R. takes R.	36. Q. to K. B. eighth (check)
37. K. to R. second	37. Kt. checks
38. B. takes Kt.	

THE SECOND PLAYER RESIGNED.

GAME LXXXIII.

Between Mr. St—n and the Polish Amateur, M. Zytogorski; the former giving the odds of a Pawn and two Moves.

(*The K. B. P. of Black must be taken from the board.*)

White. (M. Z—.)	*Black.* (Mr. St—n.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. one
3. K. P. one	3. K. Kt. P. one
4. K. R. P. two	4. Q. B. P. one
5. Q. B. P. one	5. P. takes P.
6. K. R. P. one	6. K. Kt. P. one
7. Q. to K. Kt. fourth	7. K. B. to K. second
8. Q. B. P. takes P.	8. K. Kt. to K. R. third
9. Q. to K. Kt. third	9. Q. Kt. to Q. B. third
10. K. Kt. to K. B. third	10. K. Kt. to K. B. second
11. K. R. P. one	11. Q. P. one
12. K. R. to R. fifth	12. Q. P. takes P.

White. (M. Z—.)	*Black.* (Mr. St—n.)
13. K. Kt. takes P. at K.'s fifth	13. Q. Kt. takes Kt.
14. P. takes Kt.	14. Q. to Q. R. fourth (check)
15. Q. B. to Q. second	15. Q. takes K. P. (check)
16. Q. takes Q.	16. Kt. takes Q.
17. K. B. to Q. Kt. fifth (check)	17. Q. B. to Q. second (*a*)
18. B. takes B. (check)	18. K. takes B.
19. Q. B. takes K. Kt. P.	19. Kt. to Q. sixth (check)
20. K. to K. B. square (*b*)	20. Q. R. to K. B. square
21. K. B. P. one	21. Q. R. to K. B. fourth
22. Q. Kt. to B. third (*c*)	22. Kt. to K. B. fifth
23. Q. R. to Q. square (check)	23. Kt. to Q. fourth (*d*)
24. K. B. P. one	24. K. R. to K. B. square
25. K. to his second	25. B. to Q. third
26. Kt. takes Kt.	26. P. takes Kt.
27. K. Kt. P. two	27. Q. R. to K. B. second
28. Q. R. takes Q. P.	28. K. to Q. B. third
29. Q. R. to K. B. fifth	29. R. takes R.
30. P. takes R.	30. R. takes P.
31. K. to K. B. third	31. K. to Q. fourth
32. R. to K. R. second	32. K. to K. third
33. K. to K. Kt. fourth	33. R. to Q. Kt. fourth
34. Q. R. P. one	34. R. to Q. Kt. sixth
35. R. to K. second (check)	35. K. to K. B. second
36. R. to Q. second	36. R. to Q. Kt. third
37. B. to Q. eighth	37. R. to Q. B. third
38. B. to K. Kt. fifth	38. R. to Q. Kt. third
39. R. to Q. third	39. Q. R. P. one
40. Q. R. P. one	40. K. to K. Kt. third
41. Q. Kt. P. one	41. B. to K. B. square
42. Q. R. P. one	42. R. to Q. third
43. R. to Q. B. third	43. R. to Q. fourth
44. R. to Q. B. seventh	44. R. to Q. Kt. fourth
45. R. to Q. B. eighth	45. K. to K. B. second (*e*)
46. R. to Q. B. third	46. K. to K. Kt. third
47. R. to Q. B. eighth	47. K. to K. B. second
48. R. to Q. eighth	48. R. takes Q. Kt. P.
49. R. to Q. seventh (check)	49. K. to K. Kt. square
50. R. to Q. eighth	50. K. to Kt. second
51. R. to Q. seventh (check)	51. K. to Kt. square
52. K. to K. B. fifth	52. Q. Kt. P. one
53. Q. R. P. takes P.	53. R. takes P.
54. R. to Q. R. seventh	54. R. to Q. Kt. fourth (check)
55. K. to K. Kt. fourth	55. R. to Q. Kt. third
56. K. B. P. one	56. B. takes K. R. P.
57. R. to Q. R. eighth (check)	57. K. to B. second

DRAWN GAME. (*f*)

Notes to Game LXXXIII.

(*a*) K. to his Bishop's second square, with the view, if White took the Pawn with his Queen's Bishop, of playing him to Kt.'s third square, would perhaps have been better play.

(*b*) Badly played.

(*c*) A good move, because, if Black had now taken the Bishop, his opponent, by playing his Q.'s Rook to Queen's square, would have gained the Knight in return for it.

(*d*) We believe the second player could have won the exchange, by moving his King to Q. B.'s third, instead of interposing the Kt.

(*e*) It may not be sufficiently obvious to the learner, why Black refrained from taking the adversary's K. R.'s Pawn with his Bishop.

The following moves will show that he could not have done so with advantage :—

R. to Q. B. seventh - - B. takes K. R. P.
K. B. P. one (check) - - R. takes K. B. P.
B. takes B.

or,

R. to K. Kt.'s eighth (check); in either case winning a piece.

(*f*) The latter portion of this game is well contested.

GAME LXXXIV.

Dashing Game, between Mr. St—n and a Member of the London Chess Club; Mr. S. giving the odds of the Queen's Knight.

(*The Q. Kt. of the first player must be taken from the board.*)

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. B. takes Q. Kt. P.
4. K. B. P. two	4. P. takes P.
5. K. Kt. to B. third	5. Q. P. one
6. Q. B. P. one	6. B. to Q. B. fourth
7. Q. P. two	7. B. to Q. Kt. third
8. Q. B. takes P.	8. K. Kt. to B. third
9. Q. to Q. third	9. Castles
10. K. R. P. one	10. Kt. takes K. P.
11. Q. takes Kt.	11. R. to K. square
12. Q. B. to K. fifth	12. P. takes B.
13. Castles on K.'s side	13. P. takes P.
14. K. B. takes K. B. P. (check)	14. K. takes B.

White.	*Black.*
15. Kt. to K. Kt. fifth, checking with Kt. and R.	15. K. to Kt. square
16. Q. takes K. R. P. (check and mate).*	

GAME LXXXV.

Between Mr. E. W. and another Member of the Bristol Chess Club; the former giving a Pawn and Move.

(*The K. B. P. of the second player must be removed from the board.*)

White. (Amateur.)	*Black.* (Mr. E. W.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. one
3. Q. B. P. two	3. Q. P. one
4. K. B. P. two	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. Q. P. one
6. Q. B. P. takes P.	6. Q. B. P. takes P.
7. K. P. one	7. Kt. to Q. second
8. K. B. to Q. third	8. K. Kt. P. one
9. Q. to K. Kt. fourth (*a*)	9. Q. to Q. Kt. third
10. K. Kt. to B. third	10. K. B. to K. second
11. Q. R. P. two	11. Q. R. P. two
12. Q. Kt. to Kt. fifth	12. Q. Kt. to R. third
13. Castles	13. Q. Kt. to Kt. fifth
14. B. to Q. Kt. square	14. Kt. to K. B. square
15. B. to Q. second	15. B. to Q. second
16. B. takes Kt.	16. Q. R. P. takes B.
17. B. to Q. third	17. B. takes Kt.
18. B. takes B. (check)	18. K. to Q. square
19. Kt. to Kt. fifth	19. Q. takes Q. P. (check)
20. K. to R. square	20. B. takes Kt.
21. Q. takes B. (check)	21. K. to Q. B. second
22. Q. to K. seventh (check)	22. K. to Kt. third
23. Q. R. to Q. B. square	23. K. R. P. two
24. Q. to Q. B. seventh (check)	24. K. to R. second
25. R. to Q. B. sixth	25. K. R. to R. second
26. R. to Q. R. sixth (checkmate).	

Note to Game LXXXV.

(*a*) By advancing the K. R.'s Pawn two squares, he would also have obtained a fine attacking position.

* This Game has before appeared in print, but can have been seen by few of our readers.

VARIATION ON WHITE'S SIXTEENTH MOVE.

White.	*Black.*
16. Q. B. to Q. sixth (check),	16. K. takes B.
17. K. P. one (check)	17. K. takes P.
18. Q. to K. second (check) (*a*)	18. K. to K. B. fourth (*b*)
19. Q. to Q. third (check) (*c*)	19. K. to K. fourth
20. Q. to K. third (check)	20. K. to K. B. fourth
21. B. to Q. third (check)	21. K. to K. Kt. fifth
22. Q. to K. B. third (check)	22. K. to K. R. fifth
23. P. checks	23. K. to K. R. sixth
24. B. to K. B. (check)	24. K. to R. seventh
25. Q. gives checkmate.	

Notes to Variation.

(*a*) White, instead of this move, might have played K. B. P. one step, making a Queen; and if Black, on his next move, had ventured to capture either Q., he would have been mated speedily.

(*b*) This appears to be the best square he could move to.

(*c*) Better than checking with the Bishop or with the Queen elsewhere.

These Games are amusing, and, to the learner, not uninstructive; but the first player, from an evident consciousness of the inferiority of his antagonist, plays somewhat too hazardously. In a series of games, subsequently played with the same adversary, he gave the odds of the Rook with success.

GAME LXXXVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 16th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two (*a*)
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. Q. Kt. to B. second	7. Q. to Q. Kt. third
8. Q. P. two	8. Q. B. to Q. second
9. Q. Kt. to K. third (*b*)	9. Q. B. P. takes P.
10. Q. B. P. takes P. (*c*)	10. K. B. checks
11. K. to B. second	11. Castles on King's side
12. K. to Kt. third	12. Q. R. to Q. B. square
13. K. R. P. two	13. K. B. P. takes P.
14. K. B. P. takes P.	14. R. takes Kt. (check)
15. P. takes R.	15. Q. Kt. takes Q. P.

Black. (Mr. M'D.)	*White.* (M. De la B.)
16. K. B. to Q. third	16. Q. R. to K. B. square
17. K. B. P. one	17. K. B. to Q. B. fourth
18. K. R. to K. B. square	18. Q. B. to Kt. fourth (*d*)
19. B. takes B.	19. Q. takes B.
20. K. to R. third	20. Kt. to K. seventh
21. Kt. to K. Kt. second	21. K. Kt. to B. fourth
22. K. to R. second	22. Q. Kt. to K. Kt. sixth
23. K. R. to B. third	23. Q. Kt. to K. fifth
24. Q. to K. B. square	24. Q. to K. square
25. Q. Kt. P. two	25. K. B. to Q. fifth
26. Q. R. to Q. Kt. square	26. Q. to K. R. fourth
27. Q. R. to Q. Kt. third	27. Q. R. to Q. B. square (*e*)
28. Q. B. to K. third	28. Q. R. to Q. B. seventh
29. K. to Kt. square	29. Kt. takes B.
30. K. R. takes Kt.	30. Kt. to Q. seventh
31. Q. to Q. third	31. R. checks
32. K. to R. second	32. Kt. to K. B. eighth (check)
33. K. to R. third	33. Kt. takes R.
34. Kt. takes Kt.	34. Q. to K. B. sixth, checks, and wins. (*f*)

Notes to Game LXXXVIII.

(*a*) The republication of these games will have the effect, we trust, of bringing this admirable defence into more general vogue.

(*b*) K.'s B. to Q.'s third square would have been better play.

(*c*) We should have preferred taking this Pawn with the K.'s Kt. The line of play persisted in by Mr. M'Donnell, at the present stage of this particular opening, is evidently most disadvantageous.

(*d*) A good move.

(*e*) Well played.

(*f*) The concluding moves of this Game are capitally played by De la Bourdonnais.

PROBLEMS FOR YOUNG PLAYERS.

No. 23.

By R. A. B.

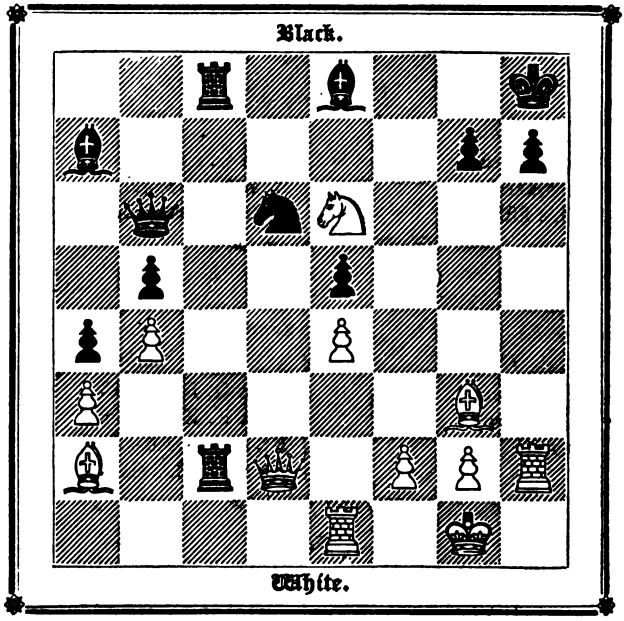
White to play, and mate in six moves.

White.	*Black.*
K. at Q. Kt.'s second	K. at K. B.'s square
R. at Q.'s seventh	Kt. at K. B.'s second
Kt. at K. Kt.'s fourth	P. at K. Kt.'s third
Kt. at K. B.'s sixth	P. at K.'s third
P. at K. Kt.'s fifth	P. at K.'s seventh
P. at K.'s fifth	

PROBLEM, No. 33.

From Mr. LEWIS's unpublished Chess MSS.

White, playing first, Mates in four Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"F. M. G."—Philidor died August 31, 1795.

"H., BRIDGWATER."—The "Scientific Stratagems" were taken from an instructive little work, by Lewis, entitled "ONE HUNDRED ENDS OF GAMES."

"Ω., OXON."—There are two MS. copies of Dacciesole's work on Chess in the British Museum. One of these, a quarto of fifty parchment leaves, handsomely illuminated, bears the title, "Liber Moralis de ludo Scaccor. Jacobus de Cesulis."—*Harl. MSS.* 1275. We learn also that there is a MS. of this work in the Library at Dresden, intituled "Solatium Ludi Scacchorum, scilicet regiminis ac morum hominum, et officium Virorum Nobilium, quorum formas si quis menti impresserit, bellum ipsum, et Ludi virtutem corde faciliter, vel feliciter, poterit obtinere."

"B. G., LYMINGTON."—"When the Game, called the 'Marked Pawn,' is played, can the party giving the odds, at any time, 'Queen' the marked Pawn?"—No.

"TEMPLAR."—We cannot inform our correspondent where a copy of Zuylen von Nieveld's scarce book on Chess can be obtained.

"M. M."—The solutions are clever and correct.

"MIRANDA."—There is little analogy between Chess and "The Philosopher's Game." A disquisition on the latter may be found in Strutt's "Sports and Pastimes of the People of England." We possess no games of Sarratt's which have not hitherto been published. Both solutions are correct.

"AN OLD PLAYER"—Would much gratify the fraternity of Chess Amateurs by obtaining the promised information relative to Flaxman's matchless models for a set of Chess-men. The moulds of these beautiful specimens of pottery, we are told, are still preserved.

"A. G." "R. B."—Next week, if possible.

"POST-CAPTAIN, SENIOR UNITED SERVICE CLUB."—The temperate and sensible epistle of "Post-Captain" reached us after the present number was prepared for press: it shall be replied to in our next.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

BY SIR FREDERICK MADDEN, F.R.S.

(*Continued from p.* 272.)

THE Northern warriors considered a proficiency in Chess one of the requisites of liberal education, and ranked it with the art of engraving magic Runes, skating on the snow, or composing Scaldic lays. In the old metrical story of Karl and Grymr, which became so popular in the north of Sweden, as to be chanted in the form of a ballad, the exercises in which the youth of Grymr was engaged, in order to gain the affections of the fair Ingegerdis, daughter of Karl, are thus described:—

> Wex hann upp og vandist bratt, vigra leyk ad efla
> Rioda sverd i randa þate, renna biarg, og tefla,
> Stunda tafl, og stiornu list, steine langt ad varpa,
> Aungra hefur hann menta mist, er meta pryder garpa;

i. e. he was, as he grew up, accustomed to make his sword ruddy in the warlike play of shields; to climb up the icebergs; to wrestle; to play well at the game of Chess; to study the science of the stars; to throw

the stone; and to practise other sports which were held in estimation.* Corresponding to this we find an Earl of the Orkneys, Kali, the son of Kobr, at the beginning of the twelfth century, thus boasting of his accomplishments:—"I know," says he, "nine several arts; I am expert at the game of Chess; I can engrave Runic letters; I am assiduous at my book; I know how to handle the tools of the smith; I can traverse the snow on wooden skates; I excel in shooting with the bow; I use the oar with facility; I can sing to the harp; and I compose verses.† It is doubtful whether a line in the ancient Scaldic poem, entitled *Voluspa*, refers to Chess or draughts, since the term *table*, or *table play*, includes both, but more usually the former.‡

The same may be said of the *Gunnlaugi Saga*, composed at the end of the twelfth century, where Gunnlaugr and Helga are said to have often amused themselves at tables (*at tabli*). § Pinkerton understood it in the usual signification, and writes:—"Chess was the favourite amusement of the Gothic nations, and known among them in the earliest times, and in all their most barbaric possessions. In Iceland Chess was general; and, in the eleventh century, we find Gunlaug, the Scald, playing at Chess with the beautiful Helga, whose love so excited him and Rafen, another Scald, that they fought and fell by mutual wounds." ‖ But the high antiquity of this game in the North may be inferred from a magic figure or Rune, by which the player might win at Chess, preserved among Finn Magnusen's MSS., in the Bodleian Library; which is directed to be engraved on wood, and held in the hand. ¶

I have already quoted the *Saga* of Kröka Ref, an Icelander of the tenth century, in which a present of a Chess-board and set of men, made of the teeth of the walrus, was sent from Greenland to King Harald Hardraad. When this gift was laid before the King, the bearer,

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* The translation of Biörner is subjoined; "Hunc cita extulit ætas mavortiis ludis sedulò innutritum: ensibus puta scutatorum percussione cruentandis; montibus scandendis decurrendisque; luctationibus et *latrunculorum ludis* rite edendis; astris cognoscendis; saxis longè projiciendis: aliisque artibus quibus quidem heroica parare perpolireque pectora antiquius consuevit ævum."

† Orkneyinga *Saga*, p. 150, 4to. Hafn. 1780. Ol. Worm. Lit. Dan. p. 129, 4to. Hafn. 1636. Bartholin, p. 420. Torf. Hist. Orcad. cap. 21, p. 94, fol. Havn. 1697. "*Tafl em ec aurr at efla*," &c.

‡ "*Tefldu i tunc teitur voru*," i. e. "They (the Gods) played at tables in the area (or board) and were joyous." Resenius has this note on the passage; "*Tefldu, Tafl*, N. G. significat omne ludicrum inventum, veluti sunt Tali, jactus Talorum, nucum, &c. *Alea Latrunculi* seu Scachiæ Skäk usitatissimè *Tafl* appellatur, hinc illud verbum *ad tefla*, id est, latrunculis ludere invicem." Philosoph. Antiq. Norv. Dan. p. 20, 4to. Hafn. 1673. Cf. Gloss. in Edda Samundar, 4to. Hafn. 1828, in v. *Tafl, Tabl.*, and Ihre, Lex. Suio-Goth. in vv. *Tafwel, Tafwelbord, Tæfla.*

§ *Sagan af Gunnlaugi Ormstungii*, p. 52, 4to. Havn. 1775.

‖ Hist. Scotl. p. 396.

¶ No. 93. "Ad vina skak rist e eik and haf i hendini."

Bardur, thus accosted him:—"Here is a Chess-table (*tafl*), lord, which the most noble person in Greenland sends to you, and desires nothing in return but your friendship and wise counsel." It was, adds the writer of the *Saga*, both a nut-table and a Chess-table (*þad var bœde hnottafl oc skaktafl*), and calculated to play at both games;* which will prove that the *nut-table* was not backgammon, but the modern game of draughts. In the *Saga* of *Samsone Fagra*, a fabulous son of King Arthur, the hero goes to *Bretland* (Britain), to seek the hand of Ingina, daughter of Earl Finlog, in marriage. She is affianced to him, but their nuptials are delayed till the summer. In the mean time, King Garlant, of Ireland, and his court, are asked to the ceremony, who embark for that purpose; but, putting into a haven remote from the Earl's house, they pitched their tents and remained there till the wedding day should arrive; amusing themselves in the interval with the sports of Chess (*tafl*), racing, throwing the spear, and wrestling;† and again in the mythic *Saga* of *Fridthiofe Frœkna*, Hring, King of Hringariki, in Norway, sends messengers to the sons of Bela, King of Sognia, another district of the same country, to exact tribute, and threaten war in case of refusal.

In this emergency they send a trusty servant named Hilding, to Fridthiof, son of Thorstein Vikingson, to request his aid. When Hilding arrived, he found Fridthiof playing at Chess, (*sat at hnefa tabli*), and thus addressed him: "Our Kings greet you, and bid you come to help them in battle against King Hring, who has unjustly endeavoured to invade their territories." To this Fridthiof answered nothing, but said to Biorn, with whom he was playing (*er hann teflþi viþ*), "a vacant space is now left on the board, my brother, nor shall you change the order of the pieces, (I, however, prefer the fair-colour or red,) and await the fortune that is to happen." Hilding spoke again to him: "The King Helgi sends thee this message, either to assist him in the war, or to suffer a hard penalty when it is finished." Then Biorn said: "The Game is twofold, my brother, and there are two modes of playing (*tvo vega fra at tefla.*)" Fridthiof replied, "Therefore it will be better to bring the Royal piece first into the field, (*þa mun raþ at sitia fyrst at hnefanum,*) for then the two-fold condition will be less requisite." Hilding, when he could obtain no other answer, returned to his lords without delay, and having told what had passed, the King inquired what meaning could be elicited from the words of Fridthiof. Hilding replied, "When Fridthiof spoke of a vacant space, he seemed to intimate a delay, in order to deliberate whether he should assist you in battle; and when he pretended to choose the fair-coloured pieces (*fogru tablinu*), he referred, in my opinion, to your sister *Yngibiarg*, whom, therefore, you must guard carefully; but when I threatened him with your anger, and Biorn seemed to be between

* Ap. Marcusson, p. 54, 8vo, 1756.

† Ap. Biörner, cap. 8, p. 13.

two ways, and Fridthiof advised that the royal piece should be first moved (*at hefanum munþi verþa fyrst lagt*), he appeared to me to allude to King Hring, and his attack upon yourselves."*

Snorre Sturletson relates an anecdote of King Canute, which would prove that Monarch to have been a great lover of the game. About the year 1028, whilst engaged in warfare against the Kings of Norway and Sweden, Canute rode over to Roskild, to visit Earl Ulfr, the husband of his sister. An entertainment was prepared for their guest; but the King was out of spirits, and did not enjoy it. The Earl attempted to restore his cheerfulness by conversation, but without success. At length the Earl challenged the King to play at Chess (*at leika at skaktafli*), which was accepted; and the Chess-table being brought, they sat down to their game (*toko þeir þa skaktalf oc leko*). After they had played awhile, the King made a false move; in consequence of which, Ulfr captured one of his opponent's Knights (*eirn riddara*). But the King would not allow it; and, replacing his piece (*taft*), bade the Earl play differently. On this the Earl (who was of a hasty disposition) waxing angry, overturned the Chess-board (*taft bordino*), and left the room. The King called after him, saying, "Ulfr, thou coward, dost thou flee?" The Earl returned to the door, and said, "You would have taken a long flight in the river Helga, had I not come to your assistance, when the Swedes beat you like a dog. You did not then call me coward." He then retired, and some days after was murdered by the King's orders.† This anecdote is corroborated by a passage in the anonymous history of the monastery of Ramsey, composed, probably, about the time of Henry the First, where we are told that Bishop Etheric, coming one night, at a late hour, on urgent business, to King Canute, found the monarch and his courtiers amusing themselves at Chess and dice. ‡

(*To be continued in our next Number.*)

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* Ap. Biörner, cap. 3. The whole is very obscure, and I have chiefly followed the Latin and Swedish versions supplied by the Editor. His translation of *toykostur eruparna bg*, "tesseræ in bivio vel in dubio sunt," is erroneous; since dice are not mentioned, and were not used either at Chess or draughts. This *Saga* was, probably, composed at the end of the thirteenth century.—V. Müller's *Saga Bibliothek*.

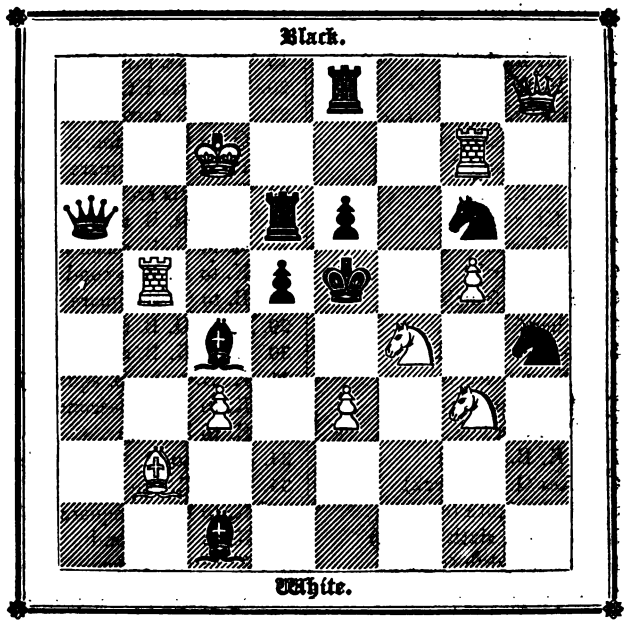
† Saga af Olafi hinom Hilga, cap. 162, 163, tom. ii. pp. 275, 276. The sister of this Ulfr was wife to Earl Godwin, and mother of Harold, King of England.

‡ "Ipse (Ethericus) quoque mannum, curiam aditurus, ascendens, ipsumque calcaribus urgens, Regem adhuc tesserarum vel *scacorum* ludo longioris Iœdia noctis relevantem invenit.—*Hist. Rames. ap. Gale*, vol. i. p. 224.

PROBLEM, No. 34.

The following ingenious Stratagem is taken from a Publication devoted to Chess, which appeared, some years since, in Paris.

White, having the move, checkmates in five moves.



GAME LXXXIX.

Well contested Game, between Mr. ST—N and Mr. E. W., of the Bristol Chess Club; the former giving the odds of "Pawn and two Moves."

(Black's K. B. P. must be removed before playing over the Game.)

White. (Mr. E. W.)	*Black.* (Mr. ST—N.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. two
3. K. P. one	3. K. Kt. P. one
4. Q. B. P. one	4. P. takes P.
5. P. takes P.	5. Q. Kt. to B. third
6. K. R. P. two	6. Kt. takes Q. P.
7. K. B. takes K. Kt. P. (check)	7. K. R. P. takes B.
8. Q. takes Kt.	8. K. B. to Kt. second
9. Q. to K. fourth	9. Q. checks
10. K. to B. square (*a*)	10. Kt. to K. second
11. K. B. P. two	11. Kt. to B. fourth

White. (Mr. E. W.)	*Black.* (Mr. St—n.)
12. Kt. to K. second	12. R. takes R. P.
13. R. takes R.	13. Kt. takes R.
14. Q. Kt. to B. third	14. R. to Q. Kt. square
15. B. to Q. second	15. Q. Kt. P. one
16. K. Kt. P. one	16. Q. B. to Kt. second
17. Q. to her third	17. Kt. to K. B. fourth
18. K. Kt. P. one	18. Q. B. to R. third
19. Q. to K. R. third	19. Kt. to Q. fifth
20. B. to K. third	20. Kt. takes Kt.
21. Kt. takes Kt.	21. K. to B. second
22. R. to Q. square	22. Q. to Q. Kt. fourth
23. R. to Q. second	23. R. to K. R. square
24. Q. to K. B. third	24. K. to his second
25. K. to Kt. square	25. Q. to Q. B. fifth
26. Q. Kt. P. one	26. Q. to Q. B. second
27. Q. to K. fourth	27. K. to K. B. second
28. Q. to Q. R. fourth	28. B. to Q. B. square
29. Q. to her fourth	29. Q. to Q. B. third
30. Kt. to K. Kt. third	30. Q. to K. B. sixth
31. R. to K. Kt. second	31. K. B. to K. B. square (*b*)
32. Kt. to K. fourth	32. K. to his Kt. second
33. K. B. P. one	33. R. to R. sixth
34. B. to K. B. second	34. Q. B. to Q. Kt. second (*c*)
35. Q. takes Q. P. (check)	35. K. to R. square
36. Q. to her eighth (*d*)	36. K. to K. Kt. square
37. Kt. to K. B. sixth (check)	37. K. to Kt. second
38. Kt. to K. eighth (check)	38. K. to Kt. square

AND THE GAME, AFTER A FEW MOVES, WAS DECLARED DRAWN.

Notes to Game LXXXIX.

(*a*) By interposing either Knight or Bishop, it is obvious he would have lost his King's Pawn.

(*b*) Black would have played ill in taking the K. Kt.'s P.

(*c*) An ingenious move, but somewhat too hazardous to be ventured against so good a player as Black's opponent.

(*d*) Had he taken the Bishop, he would have been mated in two moves.

GAME XC.

Between Mr. St—n and a Member of the London Chess Club; the former giving the odds of the Queen's Knight.

[This lively Game originally appeared in a series of Games published in the "Court Gazette."]

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth

White.	*Black.*
3. Q. B. P. one	3. Q. P. one
4. Q. P. two	4. P. takes P.
5. Q. Kt. P. two	5. K. B. to Q. Kt. third
6. P. takes P.	6. Q. Kt. to B. third
7. K. Kt. to K. second	7. K. Kt. to B. third
8. Q. B. to K. Kt. fifth	8. Castles
9. Castles	9. Q. Kt. takes Q. Kt. P.
10. K. B. P. two	10. K. R. P. one
11. K. P. one	11. Q. P. takes P.
12. K. B. P. takes P.	12. P. takes B.
13. P. takes Kt.	13. P. takes P.
14. Q. R. P. one	14. Kt. to Q. B. third
15. Q. to Q. third	15. Kt. takes P.
16. Q. to K. Kt. sixth (check)	16. K. to R. square
17. Q. to R. sixth (check)	17. K. to Kt. square
18. K. to R. square	18. Kt. to K. B. fourth (*b*)
19. Q. to Kt. sixth (check)	19. Kt. to K. Kt. second
20. R. takes P.	20. Q. B. to K. third
21. Q. takes Kt. P.	21. Q. B. takes B.
22. Kt. to Kt. third	22. K. B. to Q. fifth
23. Kt. to K. R. fifth	23. B. takes K. R.
24. Kt. takes B. (check)	24. Q. takes Kt.

The Game was severely contested from this position for upwards of twenty moves, and was ultimately declared a drawn battle.

Notes to Game XC.

(*a*) If he had taken the Q. Kt.'s P., he must have lost a piece.

(*b*) By taking the Knight, he would have lost the game in a few moves.

GAME XCI.

Between two of the best Players in the Bristol Chess Club.

Black. (Mr. H.)	*White.* (Mr. J. W.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. K. Kt. to B. third
4. Q. P. one	4. K. R. P. one
5. K. Kt. to B. third	5. Q. P. one
6. K. R. P. one	6. Q. Kt. to B. third
7. Q. Kt. P. two	7. B. to Q. Kt. third
8. Q. R. P. two	8. Q. R. P. two
9. Q. Kt. P. one	9. Kt. to K. second
10. B. to K. third	10. B. takes B.
11. P. takes B.	11. B. to K. third

Black. (Mr. H.)	*White.* (Mr. J. W.)
12. B. to Q. R. second	12. Kt. to K. Kt. third
13. Castles	13. Q. to her second
14. B. takes B.	14. P. takes B.
15. Q. to K. square	15. K. Kt. to R. fourth
16. K. Kt. to R. fourth	16. Kt. takes Kt.
17. Q. takes Kt.	17. Kt. to K. B. third
18. Q. Kt. to Q. second	18. Castles on Q.'s side
19. K. R. to Q. Kt.	19. Q. Kt. P. one
20. Q. B. P. one	20. K. Kt. P. two
21. Q. to K. square	21. K. Kt. P. one
22. K. R. P. one	22. K. Kt. P. one
23. Q. takes P.	23. K. R. to Kt. square
24. Q. to K. B. third	24. Q. R. to K. B. square
25. K. R. to K. B. square	25. K. R. to Kt. fifth
26. Q. to R. third.	26. Q. to K. Kt. second
27. R. to K. B. second	27. K. to Q. second
28. Kt. to K. B. square	28. R. to K. Kt. square
29. Q. R. to R. second	29. Kt. to K. R. fourth
30. K. to R. second	30. Q. to K. second
31. Q. to B. third (*a*)	31. K. R. takes R. P. (check)
32. K. to Kt. square	32. K. R. to Kt. fifth
33. Q. to B. seventh	33. R. takes Kt. P. (check)
34. K. to R. square	34. K. R. to Kt. eighth (check)
35. K. to R. second	35. Q. R. to Kt. seventh (check)
36. K. to R. third	36. Kt. to K. B. fifth (check)
37. R. takes Kt.	37. R. takes Q. R. (*b*)
38. Q. takes Q. (check)	38. K. takes Q.
39. R. to K. B. third	39. R. takes Q. R. P.

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game XCI.

(*a*) "K. Kt.'s Pawn one," to protect the Rook's Pawn, would have been bad play.

(*b*) The latter portion of the game is cleverly played by the second player.

GAME XCII.

Between Mr. E. W. and another Amateur of Bristol; the former giving the Q.'s Kt.

White. (Mr. E. W.)	*Black.* (Mr. G.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth

White. (Mr. E. W.)	*Black.* (Mr. C.)
4. Q. Kt. P. two	4. B. takes P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. K. P. one	10. P. takes P.
11. B. to Q. R. third	11. Kt. takes Q. P.
12. Kt. takes Kt.	12. B. takes Kt.
13. Q. to Q. Kt. third	13. Q. to Q. second
14. Q. R. to Q. square	14. Kt. to K. fifth
15. R. takes B.	15. P. takes R.
16. R. to K. square	16. K. B. P. two
17. K. B. P. one	17. Q. P. one
18. P. takes Kt.	18. Q. to her fifth (check)
19. K. to R. square	19. Q. P. one
20. R. to Q. square	20. P. takes P.
21. Q. to Kt. fourth	21. Q. B. P. two
22. B. checks	22. K. to Q. square
23. Q. to Kt. third	23. Q. to B. seventh
24. Q. to Q. fifth (check)	24. K. to B. second
25. Q. B. takes P.	25. Q. to K. eighth (check)
26. B. interposes	26. Q. takes R.
27. Q. to K. fifth	27. K. to Q. square
28. Q. to Q. sixth (check)	28. B. interposes
29. Q. takes B. (mate).	

GAME XCIII.

Played between the late M. Bilguer and an Amateur of the Berlin Chess Club.

White. (Mr. —.)	*Black.* (M. B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to Q. third
6. Castles	6. Q. to K. B. third
7. Q. P. two	7. K. R. P. one
8. Q. Kt. to Q. R. third	8. K. B. takes Q. Kt.
9. Q. B. takes B.	9. Q. P. one
10. Q. P. takes P.	10. Q. P. takes P.
11. Q. to Q. Kt. third	11. K. Kt. to K. second
12. K. B. to Q. fifth	12. Q. R. to Q. Kt. square
13. Q. R. to Q. square	13. Q. B. to K. Kt. fifth

White. (Mr. —.)	*Black.* (M. B.)
14. Q. B. takes K. Kt.	14. Kt. takes Q. B.
15. K. B. takes K. B. P. (check)	15. K. to B. square
16. Q. R. to Q. third	16. K. Kt. P. two
17. K. R. P. one	17. Q. B. takes K. R. P.
18. K. Kt. takes K. P.	18. Q. takes K. Kt.
19. Q. R. takes Q. B.	19. K. Kt. P. one
20. K. B. to K. R. fifth.	20. Q. to K. B. fifth
21. K. B. takes K. Kt. P.	21. Q. takes K. B.
22. Q. R. to K. B. third (check)	22. K. to his square
23. Q. to K. B. seventh (check)	23. K. to Q. second
24. K. R. to Q. square (check)	24. K. to Q. B. square
25. Q. to K. B. eighth (check)	25. R. takes Q.
26. R. takes R., and checkmates.	

GAME XCIV.

Played between the late M. BILGUER and a German Amateur.

White. (M. B.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. takes Q. Kt. P.
7. Q. B. takes P.	7. K. B. to its square
8. Q. to her fifth	8. K. Kt. to R. third
9. K. Kt. to its fifth	9. Q. to K. second
10. Q. Kt. to B. third	10. Q. P. one
11. Q. Kt. to its fifth	11. Q. Kt. to K. fourth
12. Q. B. takes Kt.	12. Q. P. takes B.
13. Q. Kt. takes Q. B. P. (check)	13. Q. takes Kt.
14. Q. R. to Q. B. square	14. Q. to K. second
15. K. B. to Q. Kt. fifth (check)	15. Q. B. to Q. second
16. Q. takes Q. Kt. P.	16. R. to Q. square
17. K. R. to Q. square	17. Q. B. takes B.
18. Q. takes B. (check)	18. R. to Q. second
19. Q. R. checks	19. Q. to her square
20. Q. takes R., checkmating.	

GAME XCV.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 17th.)

White. (M. DE LA B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.

White. (M. De la B.)	*Black.* (Mr. M'D.)
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to K. second (*a*)
7. K. Kt. to B. third	7. Castles
8. Q. B. to K. third	8. Q. B. P. one
9. K. R. P. one	9. Q. Kt. to K. second
10. K. B. to Q. Kt. third	10. Q. Kt. to Q. Kt. third
11. Castles	11. K. Kt. to Q. fourth
12. Q. R. P. two	12. Q. R. P. two
13. K. Kt. to K. fifth	13. Q. B. to K. third
14. K. B. to Q. B. second	14. K. B. P. two
15. Q. to K. second	15. K. B. P. one
16. Q. B. to Q. second	16. Q. to K. square
17. Q. R. to K. square	17. B. to K. B. second
18. Q. to K. fourth	18. K. Kt. P. one
19. B. takes K. B. P.	19. Kt. takes B.
20. Q. takes Kt. (*b*)	20. Q. B. to Q. B. fifth
21. Q. to K. R. sixth	21. Q. B. takes R.
22. B. takes K. Kt. P.	22. P. takes B.
23. Kt. takes P.	23. Kt. to Q. B. square
24. Q. to K. R. eighth (check)	24. K. to B. second
25. Q. to R. seventh (check)	25. K. to K. B. third
26. Kt. to K. B. fourth (*c*)	26. Q. B. to Q. sixth
27. R. checks	27. K. to Kt. fourth
28. Q. to R. sixth (check)	28. K. to B. fourth
29. R. checkmates.	

Notes to Game XCV.

(*a*) B. to Q.'s third would have been better play.

(*b*) The subsequent moves show the clearness and accuracy of La Bourdonnais' calculation, in thus giving up "the exchange."

(*c*) A bold and decisive *coup de repos*.

PROBLEMS FOR YOUNG PLAYERS.

No. 25.

By E. W., of Bristol.

White.	*Black.*
K. at K. Kt.'s third	K. at K. Kt.'s second
Q. at K. R.'s fourth	Q. at Q. B.'s sixth
B. at K.'s seventh	R. at Q. Kt.'s seventh
Kt. at Q.'s sixth	Kt. at K.'s eighth
Pawns at K. Kt.'s fourth, at Q. R.'s fourth, and K. B.'s third	Pawns at K. R.'s second, K. Kt.'s third, and Q. R.'s second

White to play, and mate in three moves.

No. 26.

By the same.

White.	*Black.*
K. at his R.'s square	K. at his Kt.'s square
Q. at her fourth	Q. at Q. Kt.'s square
R. at Q.'s seventh	R. at Q. B.'s second
Kt. at K. Kt.'s sixth	R. at Q. R.'s fourth
B. at K.'s second	Kt. at K. R.'s fourth
Pawns at K. R.'s sixth, K. Kt.'s second, K. B.'s third, Q. B.'s fifth, and Q. Kt.'s second	Kt. at K. B.'s second Pawns at K. R.'s second, K. Kt.'s fourth, and Q. Kt.'s second

White, playing first, to mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 23.

White.	*Black.*
1. R. to Q. B. seventh	1. Kt. to Q. square (*his best move*)
2. Kt. to R. seventh (check)	2. K. to Kt. square
3. Kt. to R. sixth (check)	3. K. to R. square
4. Kt. to B. eighth	4. Kt. to B. second
5. R. takes Kt., and mates next move.	

No. 24.

White.	*Black.*
1. K. B. P. one (check)	1. K. to B. square
2. K. to B. sixth	2. P. one square
3. Kt. P. one square	3. P. one square
4. Kt. P. one square	4. P. one square
5. Kt. P. one square	5. P. queens
6. Kt. P. mates.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 8.

By the Rev. H. BOLTON.

White.	*Black.*
K. at Q. R.'s fourth	K. at Q. R.'s second
R. at Q.'s eighth	R. at Q. R.'s third

White.	*Black.*
: K.'s seventh	B. at K. Kt.'s fourth
: Q.'s sixth	Kt. at Q. B.'s second
Q. B.'s sixth	P. at Q. R.'s fourth

White, playing first, mates in seven moves.

No. 9.

By CALVI.

White.	*Black.*
Q. R.'s fourth	K. at Q. B.'s square
Q. Kt.'s fifth	Q. at K. B.'s sixth
K. Kt.'s third	R. at K.'s second
: K. B.'s fifth	R. at Q. B.'s second
: K.'s sixth	B. at K. B.'s second
Q. Kt.'s third	Kt. at Q. R.'s square
Q. Kt.'s sixth	Pawns at K. R.'s seventh, at Q.'s fourth, Q. R.'s second, and at Q. Kt.'s second

White to move, and give mate in five moves.

No. 10.

position occurred in a Game between M. Des Chapelles and M. De la Bourdonnais.

hite. (M. Des Chapelles.)	*Black.* (M. DE LA B.)
his seventh square	K. at his Kt.'s square
her B.'s third	R. at K. B.'s eighth
K. R.'s fourth	R. at Q. Kt.'s square
: K. Kt.'s fourth	B. at Q. Kt.'s second
K. R.'s fifth	B. at K. R.'s third
	Pawns at K. R.'s second, K. Kt.'s second, K. Kt.'s sixth, K. B.'s sixth, K.'s seventh, Q.'s fourth, and at Q. B.'s fourth

White played first, and mated his adversary in five moves.

No. 11.

By LOLLI.

White.	*Black.*
his B.'s third	K. at K. Kt.'s second
Q. B.'s fifth	Q. at Q.'s seventh
Q.'s fourth	R. at K. R.'s square
: K. B.'s sixth	Pawns at K. Kt.'s third, and K. B.'s sixth
s at K. R.'s second, and Kt.'s fourth	

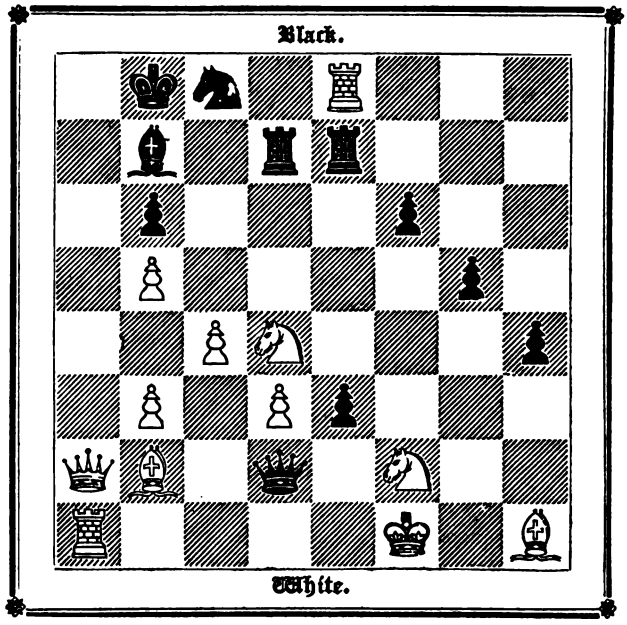
White playing first, to mate in four moves.

Black, playing first, to mate in four moves.

PROBLEM, No. 35.

From Mr. LEWIS's unpublished Chess MSS.

White, playing first, checkmates in nine moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"R. A. B., LEEDS."—We have much pleasure in acknowledging the receipt of an acceptable budget of "Juvenile Problems," and the four Games played by correspondence between the Leeds and Liverpool Chess Clubs.

"F. W. N."—The game No. LXXXVI. in our last number was played between Mr. St—n and a member of the Bristol Chess Club, the former giving the Q.'s Rook.

"H. R., BRIGHTON."—We are obliged by the suggestion, but fear it is impracticable.

"S. M. G."—Mr. Lewis's "Second Series of Chess Lessons" may be obtained at Goode's Divan. We know nothing of the old work mentioned.

"J. R., SCILLY ISLANDS."—The MSS. shall be examined, and a communication forwarded immediately.

*** Not having access this week to the letters of "An Old Chess-man," "Crito," "Post-Captain," "S. W., Leamington," and "Secretary," the Editor is unavoidably compelled to postpone his answers to them until the next number.

HISTORICAL REMARKS

ON THE INTRODUCTION OF THE

GAME OF CHESS INTO EUROPE,

AND ON THE

ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

BY SIR FREDERICK MADDEN, F.R.S.

(*Continued from p.* 289.)

NOTHING, indeed, is more probable than the introduction of Chess into England by the Danes, and we cannot refer it to a more suitable period than the reign of Canute himself. The tradition of this game having been brought from the North certainly existed, and is mentioned by Gaimar, who wrote about the year 1150, when speaking of the mission of Edelwoth from King Edgar to the castle of Earl Orgar, in Devonshire, to verify the reports of his daughter Elstrueth's beauty. When he arrived at the mansion—

> "Orgar juout à un *esches*,
> *Un giu k'il aprist des Daneis;*
> Od liu juout Elstrueth la bele,
> Sur ciel n'ont donc tele damesele."
>
> *MS. Reg.* 13 A. xxi. f. 133, c. l.

> "Orgar was playing at the Chess,
> A game he had learnt of the Danes;
> With him played the fair Elstrueth,
> A fairer maiden was not under heaven."

Whether we may receive, on Gaimar's authority, the inference, that Chess was introduced among the Saxons so early as the tenth century, seems dubious. Strutt,* indeed, Henry, and a few other writers, who thought it easier to make assertions than researches, state, in round terms, that the Saxons were well acquainted with the game. But the only passage they refer to is the one in the Ramsey Chronicle, above quoted, which does not sufficiently bear them out. Lye may, however, have contributed to their error, in translating "*Tæfl*, Ludus latrunculorum;" "*Tæfel stan*, Latrunculus;" and "*Tæflmon*, Latro, sc. ad ludum

* Sports and Pastimes, Pref. p. iv. He speaks more correctly at p. 232.

latrunculorum, a Chess-man." He cites a poem in the Exeter MS.; but, on consulting that valuable and interesting volume, I find the game there mentioned cannot be Chess, but it must be more nearly allied to backgammon, since the use of dice is mentioned in it.* There are a few other allusions to the table-game in the same MS.; but, as far as I am acquainted with the Saxon remains, there is no specific notice of Chess in them, nor is the northern term of *skaktafl* ever made use of. Dr. Hyde was of opinion that the English were indebted to the Normans for the game, subsequent to the Conquest; but this is refuted by what has been previously advanced.

But, in either case, the general belief of Chess having been first known in Europe after the crusade at the end of the eleventh century, is shown to be unfounded.† William the Conqueror is, by tradition, believed to have played at Chess; and, according to Wace, it was well known at the court of his father, Robert [1029—1035].

" Si Ducs ama gieus convenables,
Deduit *d'esches* è de tables."

MS. Reg. 4. C. xi. f. 252. c. 2.

The same writer attributes great skill in the game to Richard I., son of William Longsword [942—996], great grandfather of the Conqueror:—

" De tables è *d'esches* sont compaignon mater."‡

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* The passage is here subjoined. It is, like the greater part of the volume, very obscurely written, and I am indebted to Mr. Price for his help in making any thing of it.

Hy twegan sceolon - - - -	They two shall together
tæfle ymb sittan, - - - - -	at the table-game sit,
thenden him hyra | torn to glide, - -	whilst their anger glides away,
forgietan thara | geocran gesceafte; - -	shall forget the anxious cares of life,
habban him gomen on borde, - -	they shall have game on the board,
idle hond æmet - - - - -	with idle hand unoccupied,
lange neah tæfles monnes - - -	long near the table-men,
thonne teoselum weorpeth - - -	shall they throw the dice (tessellæ).

† It must at the same time be admitted, that the crusades contributed to make the game more generally known. Robert, the Monk of St. Remy, who accompanied the first adventurers in 1095, mentions the game of Chess (*scaci*) among the amusements of the Prince of Babylon and his troops; but does not mention it as a diversion that was new to him.—*Ap. Bougars*, vol. i. l. v. p. 51. Fouche de Chartres, another contemporary and eye-witness, introduces Corbagath the Soudan playing at Chess (*scacis*) on the approach of the French host.—*Ib.* vol. i. p. 393, from whom William of Malmesbury copies the passage. When Richard I. was in Palestine, he captured a caravan going from Babylon to Jerusalem with silks, &c., and among other things, "utres et *scaccaria*."—*Brompton*, col. 1245. And in 1235, King Louis IX. of France had a present sent to him from the *Old Man of the Mountains*, or Shiek of the Hassassins, of a set of Chess-men made of crystal and gold, which, I have reason to believe, are still in existence in the Museum of M. Dusomarard, of Paris. See Joinville, p. 86, fol. Par. 1668, and note to the *Roman de la Rose*, tom. ii. p. 122, ed. Méon.

‡ Roman de Rou, tom. i. p. 127, ed. Pluquet.

The ancient family of Rokewode, who bear for their arms, Argent, six Chess-Rooks Sable, refer the origin of this coat to the skill of their ancestor, in playing with William. It is thus mentioned in a treatise compiled by one of their family in the time of James I.:—"And so came these 6 towers or Chess Rookes, *quasi de Rupe Lignea*, w^c some do affirme were originarely geven to the firste bearer of this coate for his excellente skyll in this exercyse, of in this respecte playenge w^t the Conqueror at his firste entery into this Lande. But whith^r yt was originarely confirmed for his extraordinary vnderstandinge of the game; or rather, as is more probable, for the experience of his g^t fidellytie, and excellente service of his Sovereigne, w^t the defence of the comon weale in all tymes of danger, I wyll not curiously defyne."* The same species of tradition is preserved in the family of Bunbury, who bear, Argent, on a bend Sable, three Chess-Rooks of the field. "It is reported," says Randle Holme, "that the ancestor of this family was a great lover of the game, and often exercised himself with William the Conqueror, who, in memory of his excellency therein, gave him three Chesse-Rooks, as above said, for his coat-armour."† We are bound, therefore, to believe what Gerard Legh tells us in his "Accedens of Armory," 4to, 1568, when, speaking of the game of Chess, he writes:—"This pastime did that valiaunt prince King William the Conqueror so much use, that sometime he lost whole lordshippes thereat; as in Lincolnshiere and elswhere, I think the auncient evidences thereof can declare."‡ Not having been fortunate enough to meet with any of these "auncient evidences," I am compelled to leave the further discussion of the Conqueror's knowledge of the game to the descendants of the Norman barons who had the honour of winning his lordships: but there is nothing improbable in the supposition that William played at Chess. In the eleventh century the game was well known; and in Henry the Second's time, Gervase of Tilbury, nephew of that monarch, assures us that the Exchequer took its name from the chequered cloth spread in the Court, resembling the Chess-board.§

But to return from this digression to the people of the North. As early as the 13th century, a treatise was written in Icelandic, on the game of Chess, entitled *Utskiring Tafl-listarennar*, which is quoted in the *Sturlunga Saga*, composed before 1300, as we learn from Paul Widalin's "Commentaries on the Laws of Iceland."‖ And from some

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* M. S. penes John Gage, Esq. f. 3b.

† Academy of Armoury, pt. ii. bk. 2, c. 14, xxxii. fol. Chester, 1688. The original MS. is in the Harleian Collection, No. 2033.

‡ I quote at second hand, (Twiss, i. 106,) as the book is not in the Museum.

§ "*Disc.* Quæ est ratio nominis? *Mag.* Nulla mihi verior ad præsens occurrit, quam quod *scaccarii luselis* similem habet formam."—*Dialog. de Scaccario, ap. Madox*, fol. 1711.

‖ Twiss on Chess, vol. ii. p. 175. In the Brit. Mus. MSS. Add. 6719—6721, is a

similar work on Chess, or vocabulary, Verelius quotes various Chess terms, as the Rook-mate (*Rogsmatt*), Pawn-mate (*Pedmatt*), and a mate called *Fretslertumatt*.*

The proficiency of the Northmen at this or an earlier period in the game, may be illustrated by a curious passage in the Romance of Sir Tristrem, written about the year 1290, but probably taken from a French original of much greater antiquity, in which the captain of a Norwegian vessel is introduced, challenging any one to play at Chess with him for a stake of twenty shillings.

"Ther com a schip of Norway,
To Sir Rohandes hold,
With haukes white and grey,
And panes † fair y fold:
Tristrem herd it say,
On his playing he wold
Twenti schilling to lay;
Sir Rohand him told
And taught:
For hauke silver he yold,‡
The fairest men him raught.§

A cheker || he fond bi a chiere
He asked who wold play;
The mariner spac bonair,¶
Child what wiltow lay?
'Ogain an hauke of noble air,
Twenti schillinges to say,
Whether so mates other fair,
Bere hem bothe oway,'
With wille,
The mariner swore his faye **
For sothe ich held ther tille.

Now bothe her wedde †† lys
And play thai bi ginne;
And sett he hath the *long asise*,
And endred ‡‡ beth ther inne:
The play beginneth to arise,
Tristrem §§ deleth atuinne;
He dede als so the wise,
He gaf has |||| he gan wimee,
In raf; ¶¶
Of play ar he wald blume,
Sex haukes he gat and gaf.

Rohand toke leue to ga,
His sonnes he cleped oway;
The fairest hauke he gan ta,***
That Tristrem wan that day;
With him he left ma
Pans for to play;
The mariner swore also,
That pans wold he lay,
An stoude,†††
Tristrem wan that day
Of him an hundred pound."‡‡‡

It would appear from this, not to have been an unusual practice, at that time, to play for money; a custom which, in modern times, has

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fine copy of Widalin's work, (which has never been edited,) purchased of Professor Thorkelin by Walter Calverley Trevelyan, Esq., who presented it to the Museum. I have not been able to find the passage in it referred to, and the *Sturlunga*, although printed, has not yet found its way to the library of the Museum.

* *Tafl*, Herwar, S. 7, 15, Latrunculi. *Reisa tafl*, Cod. Orm. 54, 61, Latrunculorum ludum instruere. *Threyta tafl*, idem, 60, Ludere Latrunculis.

† Pence. ‡ Yielded. § Reached. || Chess-board. ¶ Courteously.
** Faith. †† Pledge, stake. ‡‡ Entered.
§§ Playeth to win (Icel. *at venna?*).
|| || As. ¶¶ Liberally. *** Take. ††† At that time.
‡‡‡ Fytte, i. st. 28—31, p. 25, ed. 8vo. 1806.

almost universally, at this game, been abolished. The particular game played by the Norwegian and Sir Tristrem, here called the *long assise*, appears, in the old Anglo-Norman Treatises on the Game, under the title of *Covenant lei veint*, and is played, with the condition annexed, that mate is to be given in a certain number of moves, provided the red King is not moved unless forced by a check, and none of the red pieces, unless they are in danger of being taken.

> " De le long asîse ceste guy est,
> Sy pust estre jué de quel part ke wus plest." *

It is one of those numerous fictitious positions which, in the thirteenth century, were so much in vogue, but which, at present, afford but little interest to the Chess player.

The testimonies of more modern writers, in regard to the fondness of the Northern nations, and more particularly the Icelanders, for Chess, are numerous, and confirm, in all points, what has been before advanced. Olaus Magnus leads the van of these writers, and has already been quoted. After him comes Dithmar Blefken, who visited Iceland in 1562, and who says of the inhabitants :—" In the winter time they keep in their beds for many days in succession, and amuse themselves with the game of Chess, whilst their food is brought to them by their servants."† This Blefken is the same writer who told the ludicrous story relative to the Icelandic mode of giving an entertainment, which (with other similar reports) drew down on him the indignation of Arngrim Jones. The correspondence of Wormius, in 1627 and 1648, establishes the fact mentioned by Olaus Magnus, of the skill of the Icelanders in carving Chessmen out of bone; and this is confirmed in the letter from M. La Peyrere to M. La Mothe le Vayer, in 1644, where, giving an account of the same people, he writes :—" J'obmetais de vous dire une particularité de l'esprit des Islandois, qui n'est pas à mespriser. C'est qu'ils sont tous joueurs d'eschets, et qu'il n'est point de si chetif paisan en Islande, qui n'ait chez luy son jeu des eschets, faits de sa main, et d'osde poisson, taillé à la point de son couteau."‡ He adds (but I know not on what authority, since I find it not in Snorre or Torfæus), " the Chess-game is not only of

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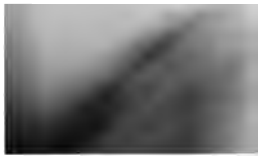
* MS. Reg. 13. A. xviii. f. 190 b.; MS. Cott. Cleop. B. ix. f. 5.

† Hyberno vero tempore ad multos dies lecto se continent, atque ludo saccorum, quorum inventum Xerxi philosopho debetur, exercent: interim famuli cibum illis præparatum ad lectum deferunt.—*Islandia*, p. 38, 12mo. Lug. Bat. 1607. The passage is copied into Purchas's Pelgrimage, vol. iv. fol. 1625.

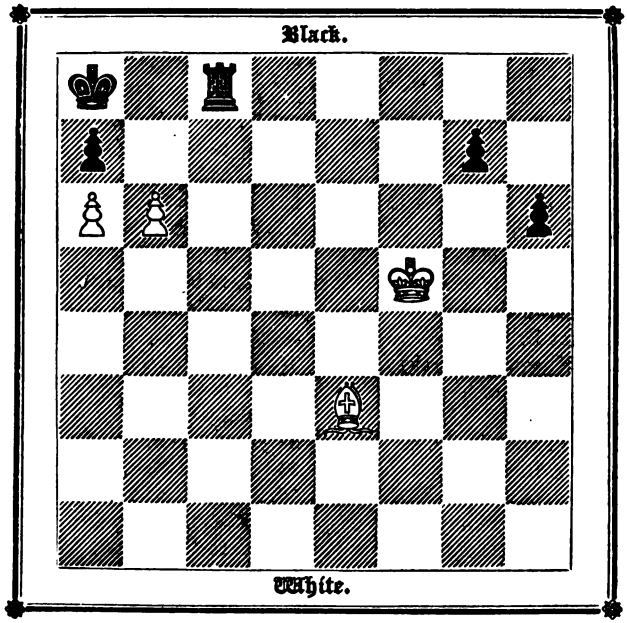
‡ Relation de l'Islande, p. 56. He afterwards describes a set of enamelled gold Chess-men, with which he played with the Countess Ulfeld, natural daughter of the King of Denmark. The Kings and Queens were represented crowned, sitting on thrones; the Bishops in their mitres and pontificals; the Knights on horses richly caparisoned; the Rooks were Elephants, with towers on their backs; and the Pawns musqueteers.—*Ib.* p. 63.



PROBLEM, No. 36.

he two beautiful Stratagems which grace our present number, we owe to the kindness of their skilful inventor, the Rev. H. BOLTON.

White, playing first, checkmates in twelve moves.



GAME XCVI.

nely contested Game, between the Honorary Secretary and another accomplished Player of the London Chess Club.

White. (Hon. Sec.)	*Black.* (Mr. —.)
. K. P. two	1. K. P. two
. K. Kt. to B. third	2. Q. Kt. to B. third
. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
. Q. Kt. to B. third	4. Q. P. one
. K. R. P. one	5. K. Kt. to B. third
. Q. P. one	6. K. R. P. one
. Q. Kt. to K. second	7. Q. to K. second
. Q. Kt. to K. Kt. third	8. K. Kt. P. two
. Q. B. P. one	9. K. Kt. P. one
. P. takes P.	10. Kt. takes P. at K. Kt. fifth
. Q. P. one	11. K P. takes P.

White. (Hon. Sec.)	*Black.* (Mr. —.)
12. Q. B. P. takes P.	12. Q. Kt. takes P.
13. Kt. takes Kt.	13. Q. to K. fourth
14. Q. to K. B. third	14. B. checks
15. K. to K. B. square	15. Q. takes Kt.
16. Q. takes K. B. P. (check)	16. K. to Q. square
17. K. B. to K. second	17. Q. P. one
18. K. R. takes K. R. P.	18. R. takes R.
19. B. takes Kt.	19. R. to B. third
20. Q. to Kt. eighth (check)	20. K. B. to his square
21. Kt. to K. B. fifth	21. Q. B. takes Kt.
22. Q. B. to K. Kt. fifth	22. B. takes K. B.
23. Q. takes K. B. (check)	23. K. to Q. second
24. Q. to Kt. seventh (check)	24. K. to his third
25. K. P. takes Q. P. (check)	25. K. to B. fourth
26. B. to K. third	26. Q. to her B. fifth (check)
27. K. to his Kt. square	27. K. to his fourth
28. K. B. P. two (check)	28. K. to his B. fourth
29. Q. to Kt. fifth (check)	29. K. to his fifth
30. Q. takes B.	30. K. takes B.
31. R. to K. square (check)	31. K. to Q. fifth
32. Q. to K. Kt. fifth	32. R. to Q. third
33. K. B. P. one	33. K. takes P.
34. K. B. P. one (discov. check)	34. K. to Q. B. third
35. R. to Q. B. square	35. Q. takes R.
36. Q. takes Q. (check)	36. K. to Q. second
37. Q. to K. Kt. fifth	37. Q. R. to Q. square
38. Q. to K. B. fifth (check)	38. K. to Q. B. third
39. K. Kt. P. two	39. R. to Q. eighth (check)
40. K. to his B. second	40. Q. R. to Q. seventh (check)
41. K. to his Kt. third	41. K. R. to K. Kt. eighth (check)
42. K. to R. fourth	42. K. R. to R. eighth (check)
43. K. to Kt. fifth	43. Q. R. to Q. fourth
44. K. B. P. one	44. K. R. to his square
45. Q. takes Q. R. (check)	45. K. takes Q.
46. K. to B. sixth	46. R. to R. eighth
47. K. Kt. P. one	47. R. to B. eighth (check)
48. K. to his seventh	48. Q. B. P. two
49. K. Kt. P. one	49. R. to K. eighth (check)
50. K. to his B. eighth	50. K. to his third
51. K. Kt. P. one	51. R. to Q. eighth
52. P. one, becomes a Queen, and wins the game.	

GAME XCVII.

een the Honorary Secretary and another Member of the London Chess Club; the former giving the Queen's Rook.

Black. (Hon. Sec.)	*White.* (Mr. —.)
. P. two	1. K. P. two
. B. P. two	2. P. takes P.
. Kt. to B. third	3. K. Kt. P. two
. B. to Q. B. fourth	4. K. B. to K. Kt. second
. P. one	5. K. Kt. P. one
. P. two	6. P. takes Kt.
. takes P.	7. Q. to K. second
. B. takes P.	8. Q. Kt. to B. third
. to K. third	9. Q. P. one
astles	10. Kt. takes K. P. (*a*)
. takes Kt.	11. P. takes P.
. takes K. B. P. (check)	12. K. to Q. square
. to Q. square (check)	13. Q. B. to Q. second
. takes Q. Kt. P.	14. R. to Q. B. square
. to Q. Kt. third	15. K. to his square
t. to Q. B. third	16. Kt. to K. B. third
t. to Q. Kt. fifth	17. R. to Q. square
. takes Q. B. P. (*b*)	18. Kt. to K. fifth
t. takes Q. R. P. (*c*)	19. R. to K. B. square
t. to Q. B. sixth	20. B. takes Kt.
. takes B. (check)	21. R. to Q. second
. B. to Q. R. fourth, and wins.	

Notes to Game XCVII.

The object of this sacrifice is not apparent.

Well played.

The latter moves in this game are cleverly played by the first r.

GAME XCVIII.

ant Game, between two of the strongest Metropolitan Players; White giving the odds of the Pawn and Move.

(*The K. B. P. of White must be taken from the board.*)

Black.	*White.*
. P. two	1. Q. Kt. to B. third
. P. two	2. Q. P. one
. Kt. to B. third	3. Q. B. to K. Kt. fifth
. P. one	4. Q. Kt. to K. fourth

Black.	*White.*
5. K. B. checks	5. Q. B. P. one
6. P. takes P.	6. P. takes P.
7. K. Kt. takes Q. Kt. (*a*)	7. B. takes Q. (*b*)
8. B. takes Q. B. P. (check)	8. Q. to her second
9. B. takes Q. (check)	9. K. to Q. square
10. Kt. to K. B. seventh (check)	10. K. takes B.
11. K. takes B.	11. Kt. to B. third
12. Kt. takes R.	12. K. to his third
13. Q. Kt. to B. third	13. K. Kt. P. one
14. K. B. P. two	14. B. to K. Kt. second
15. K. B. P. one (check)	15. P. takes P.
16. P. takes P. (check)	16. K. takes P.
17. Kt. to K. B. seventh	17. K. R. P. one
18. K. Kt. P. two (check)	18. K. to K. Kt. third
19. K. Kt. P. one	19. Kt. to K. Kt. fifth
20. R. to K. Kt. square	20. Kt. to K. B. seventh (check)
21. K. to his square	21. B. to Q. fifth
22. R. to K. Kt. second	22. K. takes Kt.
23. R. takes Kt. (check)	23. B. takes R. (check)
24. K. takes B.	

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.*

Notes to Game XCVIII.

(*a*) Very finely played.

(*b*) An injudicious move, only tending to accelerate the loss of the game.

GAME XCIX.

Played, some years since, between Mr. LEWIS and a celebrated Amateur.

White. (Mr. LEWIS.)	*Black.* (AMATEUR.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. Q. P. one	7. K. B. to K. R. third
8. Q. B. to Q. second	8. Q. Kt. to Q. B. third
9. Q. B. to Q. B. third	9. Q. Kt. to K. fourth
10. Q. to K. R. fifth	10. Q. P. one

* This and the following game have before appeared in print, but will be new to the majority of our subscribers.

White. (Mr. Lewis.)	*Black.* (Amateur.)
11. K. Kt. P. one	11. Q. B. to K. Kt. fifth
12. Q. B. takes Q. Kt.	12. Q. B. takes Q.
13. Q. B. takes Q.	13. K. Kt. takes Q. B.
14. K. Kt. P. takes P.	14. K. R. checks
15. K. to K. R. square	15. K. Kt. to K. Kt. fifth
16. Kt. to Q. R. third	16. K. Kt. to K. sixth
17. K. R. to K. B. second	17. Castles (*a*)
18. K. R. P. one	18. Kt. takes B. (*b*)
19. Kt. takes Kt.	19. K. B. P. one
20. Kt. to K. third	20. Q. B. P. one
21. Q. R. to K. B. square	21. Q. B. to K. Kt. third
22. Q. B. P. two	22. K. R. to K. square
23. K. R. P. one	23. K. B. P. one
24. K. R. P. one	24. K. B. P. takes P.
25. K. R. P. takes Q. B.	25. P. takes Q. P.
26. Kt. to K. Kt. fourth	26. B. to K. Kt. second
27. P. takes K. R. P.	27. K. R. to K. seventh
28. K. B. P. one	28. Q. R. to K. R. square
29. K. B. P. one	29. Q. R. takes K. R. P. (check)
30. K. to Kt. second	30. K. B. to his square
31. K. R. takes R.	31. P. takes K. R.
32. R. to K. square	32. R. to K. R. fourth
33. R. takes P.	33. K. to Q. second
34. K. to Kt. third	34. R. to K. B. fourth
35. Q. Kt. P. two	35. Q. Kt. P. one
36. R. to K. fourth	36. Q. P. one
37. P. takes P.	37. B. to Q. third (check)
38. K. to R. fourth	38. R. takes Q. P.
39. Q. R. P. one	39. R. to K. B. fourth
40. R. to K. second	40. Q. R. P. one
41. R. to K. B. second	41. R. takes R.
42. Kt. takes R.	42. K. to his third
43. K. to Kt. fifth	43. B. to K. fourth
44. Kt. to K. fourth	44. B. to Q. Kt. seventh (*c*)
45. K. to Kt. sixth	45. B. takes Q. R. P.
46. Kt. to Q. B. fifth (check) (*d*)	46. P. takes Kt. (*e*)
47. K. B. P. one	47. K. to his second
48. K. to Kt. seventh	

BLACK RESIGNED.

Notes to Game XCIX.

(*a*) Black would have had a fine game by moving his Rook to K. Kt.'s seventh square; and, if the adverse Rook had taken Rook, playing Q. B. to K. B. sixth.

(*b*) R. to K. Kt. sixth, with the view to double the Rooks afterwards, would have been better play.

(*c*) He should have taken the Pawn with his Bishop, and might then have drawn the game.

(*d*) Very cleverly played.

(*e*) The game was equally lost, whether he had taken the Kt. or moved his King.

GAME C.

Between Mr. ST—N and one of the best Players in Bristol; the former giving "the Pawn and two Moves."

(*Black's K. B. P. must be taken from the board.*)

White. (Mr. —.)	*Black.* (Mr. ST—N.)
1. K. and Q. P. two	1. Q. Kt. to B. third
2. K. B. to Q. third	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. B. to K. Kt. fifth	4. Q. P. one
5. Q. B. P. two	5. K. Kt. to B. third
6. B. takes Kt.	6. K. Kt. P. takes B.
7. Q. to K. R. fifth (check)	7. Kt. to K. Kt. third
8. K. Kt. to B. third (*a*)	8. Q. to Q. second
9. K. R. P. one	9. Q. to K. Kt. second
10. Kt. to K. R. fourth	10. K. to Q. square
11. Kt. to K. B. fifth	11. B. takes Kt.
12. Q. takes B.	12. Kt. to K. R. fifth
13. Q. to K. Kt. fourth	13. Kt. takes K. Kt. P. (check)
14. K. to Q. second	14. Q. to R. third (check)
15. K. to Q. B. second	15. Kt. to K. B. fifth
16. Q. Kt. to B. third	16. Q. B. P. one
17. Kt. to K. second	17. Kt. takes Kt.
18. B. takes Kt.	18. P. takes Q. P.
19. Q. B. P. takes P.	19. Q. R. to Q. B. square (check)
20. K. to Q. square	20. Q. to K. Kt. third
21. Q. to K. sixth	21. K. R. P. two
22. B. to Q. Kt. fifth	22. K. R. to R. second
23. K. B. P. one	23. Q. R. P. one
24. B. to K. second	24. K. R. to Q. B. second
25. K. to Q. second	25. K. R. to Q. B. seventh (check)
26. K. to Q. third	26. K. R. takes B.
27. Q. R. to Q. B. square (*b*)	27. K. R. to Q. seventh (check)
28. K. takes R.	28. Q. to K. Kt. seventh (check)
29. K. to Q. third	29. Q. takes K. B. P. (check)
30. K. to Q. second	30. B. to K. R. third, and wins.

Notes to Game C.

(*a*) It is considered better play, at this point, to advance K. B.'s P. two squares.

(*b*) Had he taken the Rook, he must have lost the game immediately.

GAME CI.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 18th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. Q. P. two	6. Q. Kt. to B. third
7. K. P. one	7. K. Kt. to K. second
8. K. Kt. to B. third	8. Q. to R. fourth
9. Q. Kt. to K. fourth	9. K. R. P. one
10. Kt. to K. B. sixth (check)	10. B. takes Kt.
11. P. takes B.	11. Q. P. two
12. K. B. to Q. third	12. K. Kt. to B. fourth
13. Q. to K. square (check)	13. K. to Q. square
14. Kt. to K. fifth	14. K. Kt. takes Q. P. (*a*)
15. Q. B. P. one	15. Q. Kt. takes Kt.
16. Q. takes Kt.	16. Kt. to Q. B. third
17. Q. takes Q. P. (check)	17. K. to his square
18. B. to Q. Kt. fifth (*b*)	18. Q. B. to K. third
19. B. takes Kt. (check)	19. K. to K. B. square
20. Q. to Q. B. fifth (check)	20. K. to Kt. square
21. B. to K. B. third	21. Q. to K. Kt. third
22. Q. to Q. fourth	22. Q. B. P. two
23. Q. to K. fifth	23. Q. R. to K. square
24. K. B. to K. second (*c*)	24. P. to K. B. sixth
25. K. to B. second (*d*)	25. P. takes B.
26. Q. B. to K. third	26. Q. Kt. P. one
27. K. R. P. two	27. Q. B. to Q. second
28. Q. to Q. fifth	28. Q. takes P. (check)
29. K. takes P.	29. B. to K. Kt. fifth (check)
30. K. to Q. second	30. R. to Q. square

And Mr. M'Donnell resigned.

Notes to Game CI.

(*a*) Had White checked and taken the adverse King's Rook with his Knight, he would have been mated in five moves.

(*b*) This portion of the game is played by Mr. M'Donnell with great judgment.

(*c*) Badly played. It would have been better play to have taken the Q. B.'s P. with Q.

(*d*) It is obvious that Black would have lost his Queen had he ventured to take this Pawn.

PROBLEMS FOR YOUNG PLAYERS.

No. 27.

By R. A. B.

White.	*Black.*
K. at his R.'s square	K. at K. R.'s sixth
Q. at K. B.'s sixth	Pawns at K. R.'s second, K. Kt.'s third, K. Kt.'s fourth, K. Kt.'s fifth, and at K. Kt.'s sixth
P. at K. R.'s sixth	

White, playing first, to mate in five moves, without capturing any of the adversary's pawns.

No. 28.

By J. M.

White.	*Black.*
K. at Q. B.'s third	K. at Q. B.'s fourth
R. at Q. B.'s square	Q. at Q. B.'s third
B. at Q. R.'s second	R. at K. Kt.'s second
B. at Q. B.'s seventh	R. at K. Kt.'s seventh
Kt. at Q. R.'s fifth	Pawns at Q. Kt.'s fourth, Q. Kt.'s sixth, and K. R.'s third
Pawns at K. R.'s second and Q.'s second	

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 25.

White.	*Black.*
1. Q. to K. R.'s sixth (check)	1. K. takes Q.
2. B. to K. B.'s eighth (check)	2. K. to Kt.'s fourth, or (A)
3. Kt. to K.'s fourth, mate.	

(A)

White.	*Black.*
2. B. to K. B.'s eighth (check)	2. Q. interposes
3. Kt. to K. B.'s seventh (checkmate).	

No. 26.

White.	*Black.*
1. Q. to K. R.'s eighth (check)	1. Kt. takes Q.
2. B. to Q. B.'s fourth (check)	2. Kt. interposes
3. B. takes Kt. (checkmate).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 12.

By Mr. LEWIS.

White.	*Black.*
K. at his seventh square	K. at Q. R.'s sixth
Q. at K.'s sixth	Q. at K. R.'s second
P. at K. B.'s seventh	

White to win.

No. 13.

By Mr. LEWIS.

White.	*Black.*
K. at his B.'s eighth	K. at Q. Kt.'s seventh
Q. at K.'s seventh	Q. at K. R.'s third
P. at K. Kt.'s seventh	

White to win.

No. 14.

By SARRATT.

White.	*Black.*
K. at his R.'s square	K. at K. Kt.'s square
Q. at K. B.'s sixth	Q. at K. Kt.'s fifth
R. at K.'s square	R. at Q. R.'s square
R. at Q.'s eighth	B. at K. B.'s square
B. at Q.'s third	B. at Q. B.'s square
Pawns at K. R.'s second, K. Kt.'s second, Q. B.'s third, Q. B.'s seventh, Q. Kt.'s second, and at Q. R.'s second	Kt. at K. Kt.'s third
	Pawns at K. R.'s second, K. B.'s second, Q. R.'s second, and at Q. Kt.'s third

White to win.

No. 15.

By G. TARUFFI.

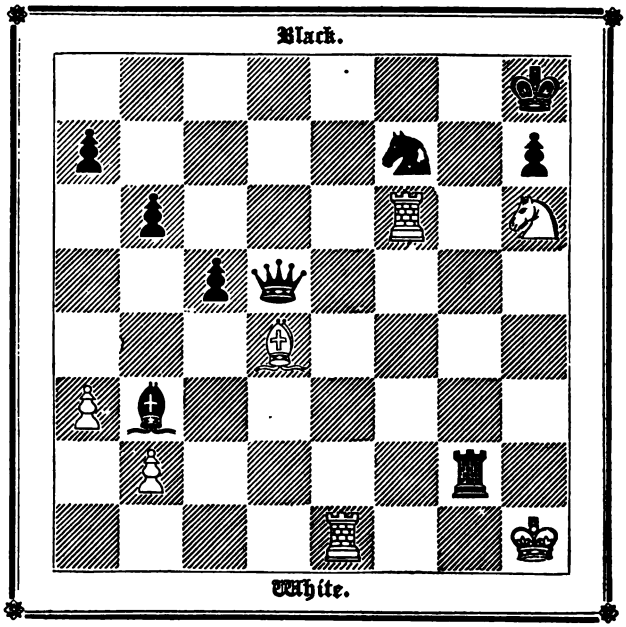
White.	*Black.*
K. at Q. B.'s sixth	K. at Q. R.'s square
Kt. at K. Kt.'s square	Pawn at Q. Kt.'s third
Kt. at Q. Kt.'s square	

White to win.

PROBLEM, No. 37.

By the Rev. H. BOLTON.

White to play, and effect mate in six moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"AN OLD CHESS-MAN."—We laugh at the pitiful opposition of the Charlatan. Furnish us with full particulars.

"CRITO."—Both solutions are correct. Neither the game, however, nor problem, is suitable for our "Chronicle."

"POST-CAPTAIN."—The first passage quoted from our pages, referred to a pamphlet, entitled "Observations upon a New Treatise on Chess," which we commend to the attention of Post-Captain; if, after its perusal, he requires additional evidence of the justness and propriety of our remarks, we must refer him to Mr. G. Walker's answers to Chess Correspondents in "BELL'S LIFE IN LONDON," during the past six years. From the former he may learn the opinions which the highest contem-

porary players entertain of Mr. George Walker's talents; in the latter he will find set forth, in choice and most delectable phraseology, the estimation in which Mr. George Walker's merits are held by Mr. George Walker's self. Touching the other points adverted to by our correspondent, he will find them satisfactorily replied to in a forthcoming review of Mr. Lewis's new edition of his "First Series of Lessons," now on the eve of publication. Before, however, dismissing "Post-Captain's" letter, we may be permitted to say a word on the subject of "THE LAWS OF CHESS." Our correspondent, in common with very many amateurs, labours under the egregious error of believing that the laws laid down in Walker's compilations are the identical laws which, for the last quarter of a century, have been established as guides by the London Club and other leading Chess Clubs in Europe. To disabuse both him and them of this mistake, we append a sample of the idle puerilities which Mr. G. W. would feign foist upon the public as the *bonâ fide* regulations of these societies:—

LAW XV.

By Mr. GEORGE WALKER.

"The time allowed for consideration on each move is unlimited; but a player leaving the game unfinished, without permission of his adversary, loses such game. *A player loses the game if he quits the room without similar permission.*" *! ! !—A New Treatise on Chess, Third Edition*, 1841, page 20.

It has long been decided, that, "If a player touch a piece when it is his turn to play, he must move that piece, unless at the moment of touching it he says, 'j'adoube.'" Mr. George Walker sapiently adds, "This rule may be enforced, *even should you touch one of the pieces with your coat-sleeve, or should a third person by accident knock one of your pieces off the table, and you stoop to pick it.*" *! ! !*—See *Walker's Edition of Philidor*, page 141.

"S. W., LEAMINGTON."—Both games are well played; and for the shorter one we hope anon to find space.

"SECRETARY'S" letter shall appear, if possible, in the next number.

"I. W. B."—We are not aware of the existence of a portrait of M. De la Bourdonnais, or one of our countryman, Mr. M'Donnell.

"S. M. S."—The "Chess Player's Chronicle" may be obtained of any respectable bookseller, or at Goode's Chess Rooms and Ries' "Grand Divan." In the case mentioned, it would be better to receive the numbers per post from our publisher.

"A SUBSCRIBER."—We hope shortly to be enabled to publish a Series of Games between Mr. Cochrane and Mr. St—n. The games alluded to between the Livonian and four French players have appeared elsewhere; they are very mediocre affairs.

"V. H—D, BERLIN."—Our best thanks are due for the polite correction of a statement which we were led to make in a former number, relative to the two celebrated Chess Players, ALLGAIER and MENDHEIM, (see page 218,) and we hasten to avail ourselves of the emendation on our note, which has been so obligingly communicated. "Allgaier and Mendheim are both dead. The latter, who died on the 25th of August, 1836, was a leading member of the two Chess Clubs established at Berlin; and on the termination of the match between the Clubs of Berlin and Breslau, he was presented by the members of *one* Berlin Club with a large silver box in testimony of their appreciation of the services he had rendered to the *other* Club."

"J. G. B., CANONBIE, DUMFRIESSHIRE."—In the position received, if Black has the move, it appears to us that he can win easily, by advancing his King's Kt.'s Pawn, and, when his opponent takes either that or the Bishop, taking the White Bishop, and subsequently the two Pawns.

"PALAMEDES."—Black should have a Pawn at his King's Rook's second, in the position mentioned. The solution of the other Problem in twelve moves is correct and ingenious. This correspondent's second communication reached us too late for examination this week.

MODEL GAMES.

UNDER this title we intend publishing a succession of games illustrative of all the approved openings, for the purpose of exhibiting the most skilful methods of conducting the attack and defence in each. This series, selected with care, from the highest authorities, will be accompanied with explanatory notes; and, with the view to render it peculiarly attractive to amateurs, will contain occasionally GAMES AT ODDS, wherein the student will be shown how best to avail himself of the advantages afforded by the various odds which he may receive in his progress from superior players.

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

HISTORICAL REMARKS
ON THE INTRODUCTION OF THE
GAME OF CHESS INTO EUROPE,
AND ON THE
ANCIENT CHESS-MEN DISCOVERED IN THE ISLE OF LEWIS.

By SIR FREDERICK MADDEN, F.R.S.

(*Concluded from p.* 304.)

BUT the fullest account of the Icelandic game at Chess I am acquainted with, occurs in the travels of MM. Olafsen and Povelsen, who, during the year 1752—1757, took a statistical view of the island, by order of the King of Denmark.* Of the southern division of Iceland, or district of Kiosar, they write:—"The natives of this part of the island, like the rest, play at different games, and take considerable interest in

* The original work was published in Danish, 2 vols. 4to. Soröe, 1772, and a translation in French by Gauthier de la Peyronie, appeared in 5 tom. 8vo. Par. 1802.

them. They amuse themselves much at Chess, and also at draughts, which they call *Kotra;* but in the latter are various modes of play unknown to strangers, as, for instance, their *Mylna, færingar-tafl, goda-tafl,* and others, which are very commonly used."* And of the western division, or district of Borgarfiord :—"The people amuse themselves at Chess, cards, and draughts: the two last are played most frequently. They have a particular game at draughts, called *Saint Olaf's tavl,* which is played blindfold, whilst they recite an old ballad, which must be learnt by heart. The spectators, during the game, observe perfect silence."† And again: "The Icelanders have been familiar with the game of Chess for many centuries; and among them are found players of astonishing skill. The inhabitants of the west division chiefly excel; and there are simple countrymen who have the reputation of being great masters of the game. The essential rules of this game are nearly the same as they are every where else, with some few exceptions. Thus, the principal pieces they call *Menn* and *Skakmenn;* the King, *Konungr;* the Queen, *Fru* and *Drotning;* the Bishop, *Biskup;* the Knight, *Riddare;* the Castle or Elephant, *Hrokur;* and the Pawns, *Ped.* Checkmate they express by *Skaka* and *Maata."*‡ Then follow minuter details of various positions or mates as are played by the Icelanders, such as *Fuldt Bert, Litla Bert, Heimamat* (Fool's mate), *Pedrifur* (Pawn's mate), *Blod-sott* (Knight's mate), *Utkomumat, Fruarmat* (Queen's mate), &c.; but, as these games differ from the mode of playing the game in the rest of Europe, it is unnecessary to repeat them here; but these are considered by the writers the most ancient forms of the game in Iceland.

The above passages illustrate not only the Chess-men, as connected with Iceland, but also the ancient draught-men found with them, which are plain round pieces, cut also out of Rosmar's teeth, but which it does not fall within my present plan more particularly to notice.

The spot on which these figures were found, in all respects favours the hypothesis I have adopted. It is well known that the Hebrides or Southern Islands (*Sudureyar* or *Sud öer*), as they were called by Icelandic writers, were subject to the invasions of the Vikingr from the end of the eighth century; and during the reign of Harald Hárfager, about the year 875, were rendered tributary to the throne of Norway. The outer range of these islands, in which the Lewis is comprehended, was chiefly peopled by the Scandinavians, and they continued to have princes of

* Vol. i. p. 50, orig. ed.; tom. i. p. 95, French translation.

† Vol. i. p. 186, orig. ed.; tom. i. p. 370, trans. Cf. Von Troil, p. 93.

‡ Tom. i. p. 462, orig.; tom. iii. p. 72, transl. Matadorer eller Officiererne Kaldes *menn og Skakmenn; Konungr*, Kongen; *Fru og Drottning*, Damen; *Biskup*, Bispen eller Löberen; *Riddare*, Springerin; *Hrokur* (en Kiæmpe ellor Fribytter) ligesome i det Frankje sprog, Taarnat eller Elephanten. Knegterne Kaldes, *Ped; Skaaka* og *Maata* at sælte Skak og Mat. The French translation makes some confusion in this passage, by transferring the name of the Bishop (*fou*) to the Knight, and *vice versâ*.

their own until the period of King Magnus Barefoot's expedition in 1096, who ravaged the Isle of Lewis with fire and sword, and added the Hebrides to his own dominions, to be governed by a dependent lord.* It is related of this monarch, that, to show his power, he sent to Muircheard, King of Ireland, a pair of his old shoes, with orders that he should carry them through his palace on Christmas-day, in the presence of the messengers. The courtiers of the Hibernian Sovereign were highly exasperated at this insolent proceeding; but Muircheard, who was probably unwilling to provoke hostilities with the Norwegian force then collected off his coasts, declared that he would not only carry the shoes, but eat them, rather than Magnus should destroy any province of Ireland.† These Islands remained under the seignory of the Kings of Norway until the year 1266, when they were formally ceded to Alexander III. of Scotland, by Magnus IV., in consideration of the yearly payment of 100 marks, and an additional sum of 4000 marks, payable within four years.‡

From very early times the closest intercourse existed between the North and Ireland, as well as the Scottish Islands and the western coast of Scotland.§ During the long reign of Olaf, son of Godred, over the Isles, from 1102 to 1142, the greatest tranquillity prevailed, and mutual friendship between the Kings of Norway, Scotland, and Ireland. But on his death, his son Godred went to the Norwegian Court, to perform homage for the sovereignty of the Isles; and from this period their history becomes a series of discord and bloodshed. As the communication with the North was kept up in small vessels, called *byrdinga* by the Islanders, the chances of shipwreck were great in case of a storm, and we accordingly find several cases of the destruction of ships coming from Norway to the Isles.‖

It would appear most probable, therefore, that the Chess-men and draught-men discovered in the Isle of Lewis, formed part of the stock of an Iceland *Kaup-mann*,¶ or merchant, who carried these articles to the Hebrides or Ireland, for the sake of traffic; and the ship in which they were conveyed being wrecked, these figures were swept by the waves on shore, and buried beneath the sand-bank, which, for the space of near seven centuries, continued to accumulate, before the fortunate discovery

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* See Chalmers's Caledonia, vol. i. p. 266; Pennant's Tour, 1772, vol. ii. p. 233; Antiq. Celt. Scand. p. 231, and the Saga of Magnusi Berfœtta, tom. iii. p. 209.

† Antiq. Celto. Norm. p. 11. 4to. Copenh. 1786.

‡ Torf. Hist. Orcad. p. 198, fol. Havn. 1715. Antiq. Celt. Norm. p. 52.

§ Torf. iii. 461; Spec. Regale, Pref. xx. Fragments of English and Irish History, from the *Lasdæla Saga*.

‖ In 1248, Harald, King of the Isles, returning from Norway with his bride Cecilia, daughter of the Norwegian monarch, a violent tempest arose, and the whole fleet perished in the waves.—*Chron. of Man. ap. Johnstone, Antiq. Celt. Norm.* p. 36.

¶ See Harallds Saga ens Harfagra, cap. 38, tom. i. p. 115.

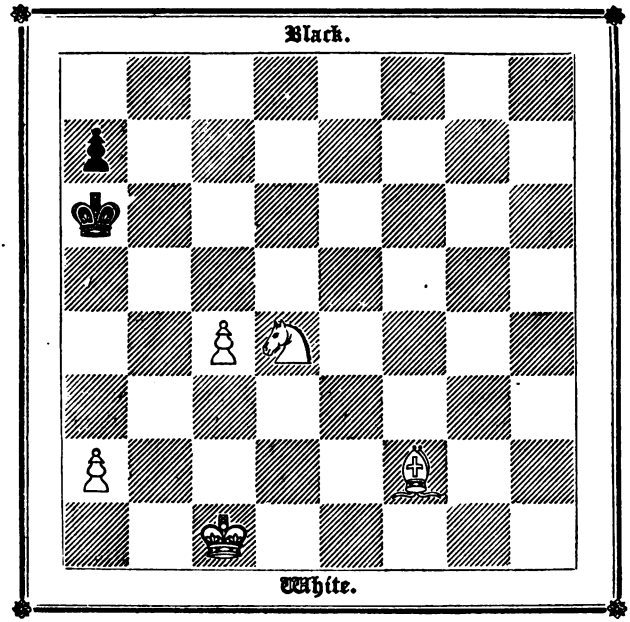
took place, which restored them to light. The number of the sets forbids us to regard them in the light of a present, or otherwise we might not unaptly believe them to have been sent by Inga, King of Norway (1136—1161), as a gift to Gorbred Olafson, whose reign over the Isles continued thirty-three years, from 1154 to 1187, and whose power was so great as to cause him to be elected King of Dublin. But the former is, on various accounts, the more reasonable supposition.

Here, then, I shall conclude these remarks, which I fear have extended to too great a length, but which seemed requisite towards the fair illustration of these very curious Chess-pieces. The material they are composed of, the peculiar forms of some of the figures, the costume, and the locality, all conspire to point towards the North as their birth-place; and when we find these circumstances corroborated by the testimonies of numerous authors in ancient and modern times, touching the existence of the game of Chess in Scandinavia, and the skill of the natives in carving similar figures, we cannot, I imagine, from all this evidence, hesitate in assenting to the proposition I have endeavoured to establish, *viz.* that the Chess-men before us were executed in Iceland about the middle of the twelfth century.

PROBLEM, No. 38.

From the French Periodical on Chess, to which we are indebted for two of the Games which embellish our present number.

White, playing first, mates in five moves.



GAME CII.

[In obedience to the suggestions of several contributors, we this week give some specimens of play by the leading Parisian Players.]

Between MM. BONCOURT and ST. AMANT.

Black. (M. B.)	*White.* (M. St. A.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. one	3. K. B. to Q. B. fourth
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. to Q. Kt. third
6. Castles	6. Castles
7. Q. B. to K. Kt. fifth	7. Q. P. one
8. Q. Kt. P. two	8. Q. B. to K. third
9. Q. Kt. to Q. second	9. K. R. P. one
10. Q. B. to K. R. fourth	10. K. to R. second

No. 26.

By the same.

White.	*Black.*
K. at his R.'s square	K. at his Kt.'s square
Q. at her fourth	Q. at Q. Kt.'s square
R. at Q.'s seventh	R. at Q. B.'s second
Kt. at K. Kt.'s sixth	R. at Q. R.'s fourth
B. at K.'s second	Kt. at K. R.'s fourth
Pawns at K. R.'s sixth, K. Kt.'s second, K. B.'s third, Q. B.'s fifth, and Q. Kt.'s second	Kt. at K. B.'s second Pawns at K. R.'s second, K. Kt.'s fourth, and Q. Kt.'s second

White, playing first, to mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 23.

White.	*Black.*
1. R. to Q. B. seventh	1. Kt. to Q. square (*his best move*)
2. Kt. to R. seventh (check)	2. K. to Kt. square
3. Kt. to R. sixth (check)	3. K. to R. square
4. Kt. to B. eighth	4. Kt. to B. second
5. R. takes Kt., and mates next move.	

No. 24.

White.	*Black.*
1. K. B. P. one (check)	1. K. to B. square
2. K. to B. sixth	2. P. one square
3. Kt. P. one square	3. P. one square
4. Kt. P. one square	4. P. one square
5. Kt. P. one square	5. P. queens
6. Kt. P. mates.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 8.

By the Rev. H. BOLTON.

White.	*Black.*
K. at Q. R.'s fourth	K. at Q. R.'s second
R. at Q.'s eighth	R. at Q. R.'s third

GAME CIII.

Between M. De la Bourdonnais and M. Szen; the former giving the odds of "Pawn and two Moves."

(The K. B. P. of White must be removed from the board.)

Black. (M. S.)	*White.* (M. De la B.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. Q. B. P. two	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one	5. K. B. checks
6. Q. Kt. to B. third	6. K. Kt. to K. second
7. K. B. to Q. third	7. Castles
8. Q. B. to K. Kt. fifth	8. Q. to K. square
9. Castles	9. Q. to R. fourth
10. B. takes Kt.	10. Kt. takes B.
11. Q. Kt. to K. second	11. Q. P. takes P.
12. B. takes P. at Q. B. fourth	12. Kt. to Q. fourth
13. K. R. P. one (*a*)	13. Q. B. P. one
14. K. Kt. to K. R. second	14. Q. B. to Q. second
15. B. takes Kt.	15. Q. B. P. takes B.
16. Q. to her third	16. K. B. to Q. R. fourth
17. Q. Kt. to K. Kt. third	17. Q. to K. R. third
18. K. Kt. to his fourth	18. Q. to K. R. fifth
19. Q. Kt. to K. second	19. K. B. to Q. Kt. third
20. K. B. P. two	20. Q. B. to K. square
21. Q. R. to Q. square	21. Q. R. P. one
22. Q. to K. Kt. third	22. Q. takes Q.
23. Q. Kt. takes Q.	23. Q. R. to Q. B. square
24. K. Kt. to K. third	24. Q. R. to Q. B. second
25. Q. Kt. P. two (*b*)	25. Q. B. to Q. Kt. fourth
26. K. R. to K. B. third	26. Q. R. to Q. B. sixth
27. K. B. P. one	27. K. Kt. P. one
28. K. B. P. one	28. K. R. P. two
29. K. R. P. one	29. K. to his B. second (*c*)
30. K. Kt. from his K. third to K. B. fifth (*d*)	30. R. takes R.
31. K. Kt. to Q. sixth (check)	31. K. to his Kt. square
32. K. Kt. P. takes R.	32. R. to Q. square
33. K. to his B. second	33. R. to Q. second
34. Kt. takes B.	34. P. takes Kt.
35. Kt. to K. second	35. K. to B. second
36. K. to his third	36. R. to Q. B. second
37. R. to Q. B. square	37. R. to Q. B. fifth
38. R. takes R.	38. Doubled P. takes R.

Black. (M. S.)	*White.* (M. De la B.)
39. The doubled K. B. P. one	39. K. B. to Q. B. second
40. K. to Q. second	40. B. to Q. square
41. K. to Q. B. third	41. Q. Kt. P. one
42. Q. R. P. two	42. K. B. to Q. B. second
43. K. Kt. to his square	

WHITE RESIGNED.

Notes to Game CIII.

(*a*) By taking the Kt. with his Bishop, and afterwards playing the Queen to her Kt.'s third, Black would, we believe, have improved his game.

(*b*) We should have preferred advancing the King's Bishop's Pawn.

(*c*) The young player, on carefully examining the game, will see that M. De la Bourdonnais's object in moving his King, was to prevent the adversary taking the Queen's Pawn, which, in the previous position, he might have captured with impunity. White's present move, however, is far from a good one: and he would have done much better in doubling his Rooks.

(*d*) Very well played.

GAME CIV.

Played between two strong Players, at Goode's Chess Rooms.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. Kt. takes P.	4. Q. to K. R. fifth
5. Q. to her third	5. K. B. to Q. B. fourth
6. Q. B. to K. third	6. Q. Kt. to K. fourth
7. Q. to her B. third	7. Q. P. one
8. K. B. to Q. third	8. K. Kt. to B. third
9. Q. Kt. to Q. second	9. Q. B. to K. Kt. fifth
10. K. Kt. P. one	10. Q. to K. R. fourth
11. K. Kt. to Q. Kt. fifth	11. Castles on K.'s side
12. B. takes B.	12. Kt. to K. B. sixth (check)
13. Q. Kt. takes Kt.	13. B. takes Q. Kt.
14. Q. B. takes Q. P.	14. Q. B. P. takes B.
15. K. R. to B. square	15. Q. takes K. R. P.
16. Kt. takes Q. P.	16. Q. R. to Q. square
17. K. P. one	17. Q. R. takes Kt.
18. P. takes R.	18. R. to K. square (check)
19. K. to Q. second	19. Q. checkmates.

GAME CV.

Between the same Competitors.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. Kt. fourth (*a*)
4. Q. to K. B. third	4. Q. to K. Kt. third
5. K. Kt. to K. second	5. Q. P. one
6. Q. P. two	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt. third
8. K. P. one	8. K. Kt. to K. second
9. K. P. one	9. K. B. P. one
10. Q. Kt. to B. third	10. Castles
11. K. Kt. to K. B. fourth	11. Q. to K. square
12. Q. B. to K. third	12. Q. Kt. to Q. B. third
13. Q. R. to Q. square	13. K. to R. square
14. K. R. P. two	14. Q. Kt. to Q. square
15. K. R. P. one	15. K. B. P. one
16. Q. Kt. to Q. fifth	16. Q. B. takes P. (*b*)
17. Kt. takes Kt.	17. Q. takes Kt.
18. Kt. to K. Kt. sixth (check)	18. R. P. takes Kt.
19. R. P. takes P. (discov. ch.)	19. K. to Kt. square
20. K. R. to K. R. eighth (check)	20. K. takes R.
21. Q. to K. R. fifth (check), and mate next move. (*c*)	

Notes to Game CV.

(*a*) This move, in defending the ordinary King's Bishop's opening, is the invention of the great Italian Chess Players, and merits more attention than our writers on the Game have bestowed on it.

(*b*) He would have had a better game by taking this dangerous Pawn with his Queen's Kt.

(*c*) The latter part of the game is played with much spirit by the first player.

GAME CVI.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 19th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. P. one

White. (M. De la B.)	*Black.* (Mr. M'D.)
4. Q. P. one	4. K. Kt. to B. third
5. K. R. P. one	5. Q. Kt. to B. third
6. Q. B. P. one	6. Q. Kt. to K. second
7. K. B. to Q. Kt. third	7. Q. Kt. to K. Kt. third
8. K. Kt. P. one	8. Q. B. P. one
9. K. B. P. two	9. K. P. takes P.
10. P. takes P.	10. B. takes K. Kt.
11. R. takes B.	11. B. takes R. P.
12. K. B. P. one	12. Q. Kt. to K. fourth
13. R. to K. Kt. third	13. B. to Kt. fifth
14. Q. to K. Kt. second	14. K. R. P. two
15. Q. P. one	15. Q. Kt. to Q. second
16. B. to K. Kt. fifth	16. Q. to Q. Kt. third
17. Q. Kt. to Q. second !	17. Castles on K.'s side
18. Q. B. to K. B. fourth (*a*)	18. Q. P. one
19. K. P. one	19. K. R. to K. square
20. B. to K. third	20. K. R. P. one
21. R. takes B.	21. Kt. takes R.
22. Q. takes Kt.	22. Kt. takes K. P.
23. Q. P. takes Kt. (*b*)	23. Q. takes B. (check)
24. K. to Q. square	24. R. takes K. P.
25. K. to Q. B. second	25. Q. to K. Kt. sixth
26. Q. to Q. fourth	26. Q. to K. sixth
27. Q. takes K. R. P.	27. Q. to K. R. third
28. Q. takes Q.	28. P. takes Q.
29. R. to K. B. square	29. K. B. P. one
30. Q. B. P. one	30. K. to B. second
31. P. takes P.	31. P. takes P.
32. K. to Q. third (*c*)	32. Q. R. to K. Kt. square
33. R. to K. B. fourth	33. K. to K. second
34. Kt. to K. B. third	34. Q. R. to K. Kt. sixth
35. K. to Q. fourth	35. K. to Q. third
36. B. to Q. square	36. Q. Kt. P. two
37. Q. Kt. P. two	37. Q. R. P. one
38. Q. R. P. two	38. K. R. P. one
39. Q. R. P. takes P.	39. Q. R. P. takes P.
40. B. to Q. B. second	40. R. to K. seventh
41. B. to Q. third	41. R. to Q. Kt. seventh
42. K. to K. third	42. R. to K. Kt. fifth
43. Kt. to Q. fourth	43. R. takes R.
44. K. takes R.	44. R. takes Q. Kt. P.
45. K. to K. third	45. K. to Q. B. fourth
46. Kt. to K. sixth (check)	46. K. to Kt. third
47. Kt. to K. B. fourth	47. R. takes Kt. (*d*)
48. K. takes R.	48. K. to Q. B. fourth
49. K. B. to K. second	49. K. R. P. one

White. (M. De la B.)	*Black.* (Mr. M'D.)
50. K. to Kt. fourth	50. Q. Kt. P. one
51. K. takes K. R. P.	51. K. to Q. fifth
52. K. to Kt. third	52. Q. Kt. P. one
53. B. to Q. square	53. Q. Kt. P. one
54. B. to Q. B. second	54. K. to K. sixth

WHITE RESIGNED. (*e*)

Notes to Game CVI.

(*a*) We should have preferred playing Kt. to Q. B.'s fourth; and, in that case, if the Queen were moved to her B.'s second, to preserve the Pawn, White, by placing his Bishop at K. B.'s fourth, would have obtained a stronger position.

(*b*) Queen to King's second square would, perhaps, have been better play.

(*c*) He might have played his Kt. to King's fourth, with safety and advantage.

(*d*) A good move.

(*e*) Parts of this game are finely played by Mr. M'Donnell.

PROBLEMS FOR YOUNG PLAYERS.

No. 29.

By R. A. B.

White.	*Black.*
K. at K. R.'s second	K. at K. R.'s fifth
Q. at K. B.'s seventh	Pawns at K. R.'s second, K. Kt.'s third, K. Kt.'s fourth, and K. Kt.'s fifth
P. at K. R.'s sixth	

White to play and mate in six moves, without taking any of the adversary's Pawns.

No. 30.

By an Amateur.

White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s second
Q. at her B.'s sixth	P. at Q. R.'s fourth
B. at K. Kt.'s second	
P. at Q. Kt.'s third	

White, moving first, gives mate with the Pawn in six moves, without taking the Black Pawn, or allowing it to be moved.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 27.

White.	*Black.*
1. Q. to Q. B.'s third	1. K. to his R.'s fifth
2. K. to his Kt.'s second	2. K. to R.'s fourth
3. Q. to K. Kt.'s seventh	3. K. to R.'s fifth
4. Q. to her R.'s square	4. K. to R.'s fourth
5. Q. to K. R.'s square (mate).	

No. 28.

White.	*Black.*
1. Kt. takes P. (check)	1. K. to Q.'s fourth (discov. ch.)
2. Kt. to Q. B.'s fifth (discov. ch.)	2. K. takes Kt.
3. Q. P. two squares (mate).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 16.

By Cozio.

White.	*Black.*
K. at Q. R.'s second	K. at his R.'s square
B. at K. Kt.'s fourth	Q. at her B.'s eighth
B. at Q. B.'s fifth	R. at K.'s square
Kt. at Q.'s seventh	R. at K. R.'s eighth
Pawns at K.'s seventh, Q. Kt.'s second, and Q. R.'s third	Pawns at K. R.'s third, Q. Kt.'s fourth, and Q. R.'s fifth

White to win in five moves.

No. 17.

By the Rev. H. BOLTON.

White.	*Black.*
K. at his Kt.'s square	K. at his Kt.'s square
R. at K.'s third	Q. at K. Kt.'s fifth
R. at Q. Kt.'s third	R. at K. B.'s second
B. at K. B.'s fourth	R. at Q. R.'s third
B. at Q. R.'s second	B. at K. Kt.'s seventh
Pawns at K. R.'s sixth, and Q. B.'s sixth	Pawns at K. R.'s second, Q. B.'s second, and Q. Kt.'s third

White to win in five moves.

No. 18.

By Mr. Lewis.

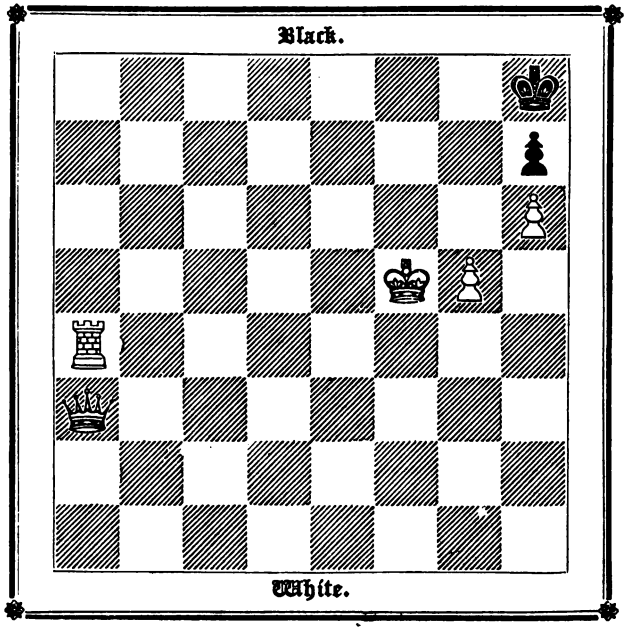
White.	*Black.*
K. at his Kt.'s square	K. at his Kt.'s second
Q. at K. B.'s fifth	Q. at her B.'s third
R. at K. B.'s square	R. at Q. B.'s fifth
Pawns at K. R.'s second, K. Kt.'s second, K.'s third, Q.'s fourth, Q. Kt.'s second, and Q. R.'s third	Kt. at Q.'s fourth
	Pawns at K. R.'s third, K. Kt.'s fourth, K.'s fifth, Q. Kt.'s third, and Q. R.'s fourth

White to win in eight moves.

PROBLEM, No. 39.

By H. S.

White, playing first, engages to mate with a Pawn in six moves, without taking the Black Pawn.



NOTICES TO CORRESPONDENTS.

CHESS.

"PALAMEDES."—The solution in eight moves is ingenious, and should have appeared in the present number, but that a valued contributor has favoured us with a still shorter method of effecting checkmate under the prescribed conditions. (See Diagram, page 329.)

"X. Y. Z."—The problem shall have a place in our collection for Young Players. Our correspondent, upon reading the last number, will find that we have anticipated his wishes respecting the publication of "Games at Odds." When the Pawn and two moves are given, the first player cannot do better than play King and Queen's Pawns two squares at the opening. There is a flaw in the first problem.

"J. R. D."—The verses extracted from Budden's translation of Greco are not worth the trouble J. R. D. has expended on them.

"A COUNTRY CHESS PLAYER."—Full particulars of Des Chappelles's challenge and its result have been published. "Did the match at Chess, between the Paris and Westminster Chess Clubs, originate in a challenge proceeding from the members of the former? and if so, will you favour a body of amateurs by publishing the defiance in question?" The Paris Club challenged the Westminster. The following is a copy of the document required:—

COPY OF THE CHALLENGE, &c., FROM THE PARIS CHESS CLUB.
(*Received, per post, Jan. 31st,* 1834.)

"Les membres du Club Parisien, reunis en assemblée générale, ont arrêtee ce qui suit:—

"1°. Qu'un défi de deux parties jouées par correspondance serait proposé au Club de Westminster, à Londres.

"2°. Que l'on jouerait les deux parties à la fois, et que chaque Club aurait le trait dans l'une des deux.

"3°. Si les deux parties sont gagnées d'un côté, le défi est consommé, et l'enjeu assuré au parti gagnant;—il en serait de même si l'une des parties est gagnée et l'autre remise.

"4°. Si les deux parties engagées sont remises, ou si chaque Club en gagne une, chaque Club sera libre de retirer son enjeu ou de recommencer un autre défi.

"Le Club Parisien propose un enjeu de cinquante livres sterling.

"Signé pour copie conforme au registre du Club,

"DELANNOY, Sécrétaire du Club."

"(Countersigned)

"DE LA BOURDONNAIS, Vice President du Club."

"*Paris, le* 29 *Janvier,* 1834."

"O. P."—We have concluded arrangements for the introduction of masterly positions at Polish Draughts, and some specimens will be given

shortly. The Twenty-sixth Number will complete the First Volume of "The Chess Player's Chronicle." Apply to the publisher.

"G. S. M., MANCHESTER."—"Will the long-promised conclusion of the article on 'The Automaton Chess Player' appear in the first volume of your Chronicle?"—Yes.

"HONEST, WISE, HALE, BRISTOL."—Too late for examination this week. Will our correspondent favour us with his address? and he shall then receive the required particulars of the Club he mentions.

AN ACCOUNT

OF THE

VILLAGE OF STROEBECK, &c.

DURING an excursion into Germany in the summer of 1831, I stayed for a few days at Halberstadt; in the neighbourhood of this town is a small village called Stroebeck, which has been celebrated for some centuries on account of its inhabitants being very good Chess players. Some have stated that this village holds its lands upon the tenure of forfeiture, if any one of their community lose a game at Chess, and that therefore they decline finishing a game with a stranger; this is however erroneous. The following is the account given by the inhabitants of the origin of the game of Chess in the village.

A dignitary of the cathedral at Halberstadt was exiled to Stroebeck, and being consequently deserted by his former friends, he became the more attached to the inhabitants of the village, and determined on teaching them the game of Chess; he found to his delight that they became partial to it, and made great progress in it; he soon felt himself doubly recompensed for the trouble he had taken, for not only did they become proficients in the game, but it afforded him many opportunities of improving their morals and behaviour, which became visible in their intercourse with their neighbours; after a time he was recalled and became Bishop of Halberstadt; he, however, did not forget *his* Stroebeck, as he used to call it, but on the contrary, often went there and conferred many benefits on the community; amongst others he instituted a free-school there. Such is the account given by the inhabitants of the village.

Stroebeck, (formerly called Stroepke,) lies between Halberstadt and Brunswick, at a distance of about six miles from the former place,—you save about a mile by crossing the fields to it; the spire of the church may be seen on the left hand after about a quarter of an hour's walk from Halberstadt. The village lies in a hollow, about a mile from the high-road, and contains about one hundred and twenty houses. I walked over on a Friday afternoon and introduced myself to the clergyman of the village, whom I found an obliging and well-educated man; he informed me that the day I had chosen was an unfortunate one for me, for owing to

the fineness of the weather all the inhabitants were out in the fields, gathering in the harvest; he hoped, therefore, as he himself was ignorant of the game, that I would come over on the following Sunday, when I might be sure of finding some of the villagers at home. He informed me that the game is still much played there, and that they have several strong players; though himself no player of the game, yet he is so persuaded of the advantage of cultivating it, that he encourages the children who attend the school to practise it at proper times, and has succeeded in obtaining the grant of a small sum annually from the community for the purchase of six Chess Boards and Men, to be given to the best six players among the scholars, the number of whom amounts to forty-eight; the method of ascertaining who are the best is, in the first instance, to have two sets of tickets, each set numbered from one to twenty-four, these are drawn by the boys, then the two ones, two twos, &c. &c. play together; those who lose go out, and the remaining twenty-four draw numbers in a similar way, and so on, until only six winners remain, to whom the Boards are given. It has been incorrectly stated that the masters are obliged to teach the children the game of Chess.

I took my leave of the clergyman with whom I had so much reason to be pleased, and proceeded to the public-house of the village, the landlord of which told me also that I must come on Sunday if I wished to play with any of them. In front of the public-house there is a sign of a Chess Board in the wall, it is rudely made of stone; in the public room were hung up three boards,—one the common Chess Board, and the others larger for the use of those who play the Courier Game.

On the Sunday following I walked over in the afternoon and called on the Syndic of the village, who obligingly offered to accompany me to the public-house, where he showed me their old Chess Board and Men, which were carefully locked up; the Board is of a large size, being above two feet square, including the border, which is about four inches broad; on the border is a representation of the village of Stropcke, (it is spelt thus,) but not in *bas relief*, according to Mr. Silberschmidt's account, but rather in rude Mosaic; there appears to have been at that time three towers or steeples in the village, two only of which now remain, the third having been taken down and the building converted into a saw-mill. According to an inscription on the Board, it appears to have been presented to the village by the Elector of Brandenburg, on the 13th of May, 1651; on the other side the Board is divided into 96 squares, (12 by 8,) this is intended for the Courier Game, which is played with the usual Chess-men, to which are added for each player, four Pawns, two Couriers, a Man, and a Fool, which last two are now called State Counsellors.

The said Elector also made them a present of two sets of Chess-men, one of ivory, with which the following games were played, and the other of silver, half of which were gilt; the latter set is lost, having been lent to the Dean and Chapter at Halberstadt, who forgot to return them; th

occurred so long since, that no one now living recollects having seen them: the ivory set is much too small for the board: the pieces are in tolerable preservation, and have nearly the same shape as those commonly played with; the upper part of the Bishop, instead of being shaped like a mitre, has the form of a scoop. They have only two Works on Chess, one of them an imperfect copy of Gustavus Selenus, the other Koch's *Codex der Schachspielkunst*, in two volumes; the former they have had a long time, the latter was presented to them some years since by their present worthy pastor.

Having seen all the curiosities, I invited one of the party to play with me, to which he readily agreed. I believe it was formerly their rule never to play with strangers but for money; of course I expected they would have named a stake to play for, but this was not the case, and accordingly we did not play for any thing; whether this alteration in their custom arises from their having latterly been losers, I know not, but think it very probable, for I was assured by Mr. Silberschmidt, that they usually played for ten Fredericks d'or a game.

I was told they had several very strong players; I know not whether the party with whom I played is so considered, I should call him a weak player, and from what fell in the course of conversation, I much doubt whether they have any to whom a first-rate player could not give a Knight.

The Courier Game is now seldom played at Stroebeck: Gustavus Selenus states that it had been played there from time immemorial, and that the common game is derived from it. In the Courier Game the Bishop's move was limited to three squares, for example: a Bishop being placed on the King's fourth square, could be played only to the following squares, *viz.* K. Kt. second square, Q. B. second square, Q. B. sixth square, and K. Kt. sixth square: he had no power over the middle square, but could leap over it like a Knight, though occupied by one of his own, or his adversary's pieces. The Queen was very much restricted in power, not being able to move farther than one square at a time, backwards or forwards, continuing always on the same colour; on the first move she had, however, the privilege of making a joyous leap (Freudensprüng) from her own square to her third square. The first three moves in the Courier Game were always the two Rook's Pawns, and the Queen's Pawn, two squares each; no other moves were allowed.

Gustavus Selenus states that in Aschersleben, which like Stroebeck is in the ancient country of Ascania, the city arms contain a Chess Board, and also that a portion of a Chess Board is to be found in the arms of the Duke of Anhalt, and as Aschersleben and Stroebeck are both in the Duchy of Anhalt, it is probable that Chess was played in several places in the Duchy besides Stroebeck.

The game at Chess as now played at Stroebeck, differs from that commonly played in the following particulars:—

The pieces being placed as usual, each party is obliged to play his King's

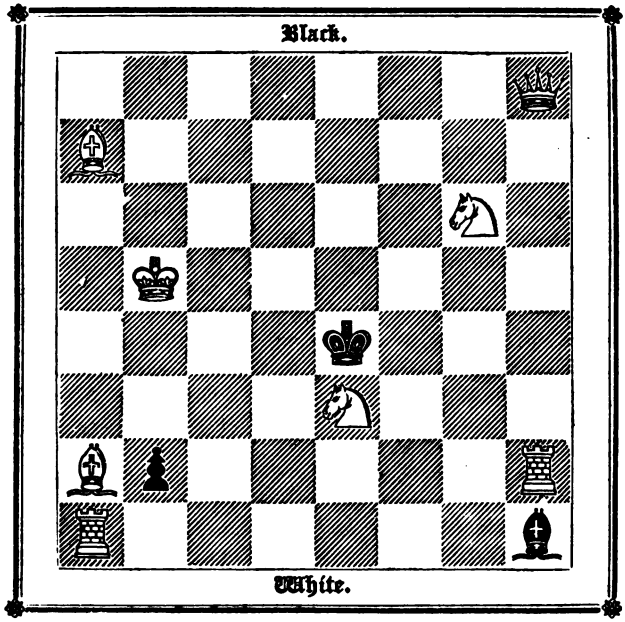
GAME II.

White.	*Black.*
1. K. R. P. two squares, Q. P. two squares, Q. R. P. two squares, Q. to her third square	1. K. R. P. two squares, Q. P two squares, Q. R. P. tw squares, Q. to her thir square
2. K. Kt. P. one square	2. K. Kt. P. one square
3. Q. B. to K. B. fourth square	3. Q. checks
4. Q. Kt. to B. third square	4. Q. takes Q. Kt. P.
5. Q. R. to Q. Kt. square	5. Q. to Q. R. sixth square
6. Q. Kt. to its fifth square	6. Q. to Q. R. seventh square
7. Q. Kt. takes Q. B. P., checking	7. K. to Q. square
8. Q. to Q. Kt. fifth square	8. Q. Kt. to B. third square
9. Kt. takes R.	9. K. P. one square
10. K. B. P. one square	10. K. B. checks
11. Q. R. takes B.	11. P. takes R.
12. K. to B. second square	12. K. Kt. to K. second square
13. K. P. one square	13. Q. takes Q. B. P., checking
14. K. B. to K. second square	14. K. B. P. one square
15. K. Kt. to R. third square	15. K. P. one square
16. P. takes P.	16. P. takes P.
17. Q. B. to K. Kt. fifth square	17. R. to K. B. square
18. Q. B. takes Kt., checking	18. K. takes B.
19. Kt. to K. Kt. fifth square	19. Q. B. to K. Kt. fifth squa
20. Kt. to Q. B. seventh square	20. K. P. one square
21. Kt. takes Q. P., checking	21. K. to his square
22. Q. takes Q. Kt. P.	22. P. takes P.
23. Q. takes Kt., checking	23. Q. takes Q.
24. K. B. to Q. Kt. fifth square	24. Q. takes B.
25. P. takes Q.	25. K. to Q. second square
26. R. to Q. B. square	26. Q. Kt. P. one square
27. R. checks	27. K. to Q. third square
28. K. P. one square	28. Q. Kt. P. one square
29. K. to his third square	29. K. B. P. one square
30. K. to Q. fourth square	30. R. to K. square
31. P. checks	31. R. takes P.
32. Kt. to K. B. seventh square, checking	32. K. to his third square
33. R. to K. seventh square, checking	33. K. to B. fourth square
34. Kt. checkmates.	

PROBLEM, No. 40.

or the accompanying intricate and beautiful Stratagem, we are indebted to one of the most eminent Players in Berlin.

White, playing first, engages to mate with his Queen's Rook in eight moves, *without once moving that Rook*, or taking any of his opponent's pieces.



GAME CVII.

the two Games following, the first was played between M. BLEDOW and the late M. BILGUER, and the other by M. HEIDEBRANT and M. BLEDOW, Members of the Berlin Chess Club.

Black. (M. BILGUER.)	*White.* (M. BLEDOW.)
. K. P. two	1. K. P. two
. K. B. P. two	2. P. takes P.
. K. B. to Q. B. fourth	3. Q. P. two (*a*)
. B. takes P.	4. K. Kt. to B. third
. Q. to K. B. third	5. Kt. takes B.
. P. takes Kt.	6. Q. to K. R. fifth (check)
. K. to B.	7. K. B. to Q. third
. Q. to K. fourth (check)	8. K. to Q. square
. K. Kt. to B. third	9. Q. to R. fourth

Black. (M. Bilguer.)	*White.* (M. Bledow.)
10. Q. P. one	10. K. R. to K. square
11. Q. to her fourth	11. Q. B. to K. R. sixth (*b*)
12. Q. to K. B. second	12. Q. B. to K. Kt. fifth
13. Q. to K. R. fourth (check)	13. Q. takes Q.
14. Kt. takes Q.	14. Q. B. checks
15. K. to his square	15. Q. B. takes P. (discov. check)
16. K. to Q. square	16. Q. B. to K. seventh (check)
17. K. to Q. second	17. Q. B. to K. Kt. fifth
18. R. to K. square	18. Q. Kt. to Q. second
19. R. takes R.	19. K. takes R.
20. K. R. P. one	20. P. at K. B. sixth, one (*c*)
21. Kt. takes P. (*d*)	21. B. takes Kt.
22. P. takes B.	22. Kt. to Q. Kt. third
23. Kt. to Q. B. third	23. B. to Q. Kt. fifth
24. Q. R. P. one	24. B. takes Kt.
25. K. takes B.	25. Kt. takes Q. P. (check)
26. K. to Q. fourth	26. Kt. to K. second (*e*)
27. B. to K. B. fourth	27. K. B. P. one
28. K. R. P. one (*f*)	28. Kt. to K. B. fourth (check)
29. K. to his fourth	29. Kt. takes K. R. P.
30. R. to K. R. square	30. K. Kt. P. two (*g*)
31. B. to K. Kt. third	31. K. B. P. checks
32. K. to his fifth	32. Kt. takes K. B. P. (check)
33. K. takes P.	33. K. to Q. second
34. R. takes K. R. P. (check)	34. K. to B. third
35. R. takes Q. B. P. (check)	35. K. to Kt. third
36. R. to Q. B. third	36. Kt. to Q. fifth (check)
37. K. to his Kt. fourth	37. R. to K. B. square
38. K. takes Kt. P.	38. R. to K. Kt. square (check)
39. K. to R. fourth	39. Kt. to K. B. fourth (check)
40. K. to R. third	40. Kt. takes B.
41. R. takes Kt.	41. R. to Q. B. square
42. R. to Kt. second	42. K. to B. fourth
43. K. to Kt. third	43. K. to Q. fifth
44. K. to B. third	44. R. to K. square

AFTER A FEW MORE MOVES, THE GAME WAS ABANDONED AS DRAWN.

Notes to Game CVII.

(*a*) This somewhat novel mode of evading the attack in the "King' Bishop's Gambit," is not undeserving consideration. In the presen game the second player succeeds in obtaining, after a few moves, a bett game than his opponent.

(*b*) Well played.

(*c*) A good move.

(*d*) Black would have played ill had he taken the Bishop.

(*e*) We should have preferred moving the Rook to Q.'s square.

(*f*) The advantage expected from the sacrifice of this Pawn is not manifest to us.

(*g*) K. B.'s P. one square, checking, would, we believe, have been better play.

The latter part of this game was not well played.

GAME CVIII.

Between M. HEIDEBRANT and M. BLEDOW.

Black. (M. H.)	*White.* (M. B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. Q. P. two	5. K. Kt. P. one
6. Q. B. takes P.	6. P. takes Kt.
7. Q. takes P.	7. B. takes Q. P.
8. Q. B. to K. fifth	8. Q. P. two
9. K. B. takes P.	9. Q. takes B.
10. P. takes Q.	10. B. takes B.
11. Castles	11. K. B. P. one
12. Q. Kt. to B. third	12. Q. B. P. one
13. Q. R. to K. square	13. K. Kt. to K. second
14. Q. P. one	14. K. B. takes Q. P.
15. Q. takes K. B. P.	15. K. B. to Q. B. fourth (check)
16. K. to R. square	16. R. to Kt. square
17. R. takes Kt., and checks	17. B. takes R.
18. Q. to K. B. second (check)	18. K. to Q. second
19. Q. takes R.	

THE SECOND PLAYER RESIGNED.

GAME CIX.

From the unpublished Chess MSS. of Mr. Lewis, between Messrs. Lewis and M'Donnell, the former giving the Pawn and two moves.

(*White's K. B.'s P. must be taken from the board.*)

Black. (Mr. M'D.)	*White.* (Mr. L.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. B. to Q. third	3. K. P. two
4. K. B. P. two	4. P. takes Q. P.
5. K. P. one	5 K. Kt. P. one

Black. (Mr. M'D.)	*White.* (Mr. L.)
6. K. Kt. to B. third	6. K. B. checks
7. Q. Kt. to Q. second	7. K. Kt. to K. second
8. Castles	8. K. Kt. to Q. fourth
9. Q. Kt. to K. fourth	9. Q. to K. second
10. B. to Q. B. fourth	10. K. Kt. to K. sixth
11. Q. B. takes Kt.	11. P. takes B.
12. Q. to K. second	12. B. to Q. R. fourth
13. Q. R. to Q. square	13. B. to Q. Kt. third
14. Q. R. P. one	14. K. R. to K. B. square
15. K. Kt. to its fifth	15. Kt. to Q. fifth
16. R. takes Kt.	16. B. takes R.
17. Q. B. P. one	17. B. to Q. Kt. third
18. Kt. to K. B. sixth (check)	18. R. takes Kt.
19. P. takes R.	19. Q. takes P.
20. Kt. takes K. R. P.	20. Q. to K. R. fifth
21. Kt. to K. Kt. fifth	21. Q. P. one
22. B. to K. B. seventh (check)	22. K. to his second
23. K. R. P. one	23. Q. B. to K. B. fourth
24. K. to K. R. second	24. Q. R. to K. B. square
25. K. Kt. P. two	25. B. to Q. second
26. B. takes K. Kt. P.	26. Q. to K. R. third
27. B. to Q. third	27. K. to Q. square
28. Q. Kt. P. two	28. K. to Q. B. square
29. Q. B. P. one	29. Q. B. P. one
30. Q. R. P. one	30. B. to Q. fifth
31. B. to K. fourth	31. R. to K. R. square
32. Q. Kt. P. one	32. B. to K. fourth (*a*)
33. Q. Kt. P. takes P.	33. P. takes P.
34. K. B. P. takes B.	34. Q. takes Kt.
35. K. to Kt. second	35. Q. takes P. at K.'s fourth
36. Q. takes P.	36. B. takes K. Kt. P.
37. B. to K. B. fifth (check) (*b*)	37. B. takes B.
38. Q. takes Q.	38. B. takes K. R. P. (check)
39. K. to Kt. third	39. P. takes Q.
40. R. to K. R. square	40. K. to Q. Kt. second
41. R. takes B.	41. R. takes R. (check)
42. K. takes R.	42. K. to Kt. third, and wins.

Notes to Game CIX.

(*a*) Well played.

(*b*) Had Black taken the Bishop with his Pawn, he would have been mated in two moves.

GAME CX.

Through the kindness of the Honorary Secretary of the London Club, we are enabled to present a series of games possessing peculiar attractions for the admirers of Chess-skill, the majority of them having been recently played between the distinguished Amateur, Mr. C—E, and some of the best Players in the Metropolis.

White. (Mr. P.)	*Black.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second
5. Castles	5. Q. P. one
6. Q. P. two	6. K. B. to Q. Kt. third
7. Q. B. to K. third	7. K. Kt. to B. third
8. Q. Kt. to Q. second	8. Q. B. to K. Kt. fifth
9. Q. P. one	9. Kt. to Q. square
10. B. takes B.	10. Q. R. P. takes B.
11. Q. to her B. second	11. Kt. to K. R. fourth
12. K. R. P. one	12. B. to Q. second
13. K. to R. second	13. Castles
14. Kt. to K. Kt. square	14. K. B. P. two
15. Q. to Q. square	15. Q. to K. B. second
16. K. P. takes K. B. P.	16. Q. takes P.
17. K. Kt. P. two	

BLACK CHECKMATES IN THREE MOVES.

GAME CXI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. P.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. P. two	3. B. takes Q. P.
4. K. Kt. to B. third	4. Q. P. one
5. Kt. takes B.	5. P. takes Kt.
6. Q. takes P.	6. K. Kt. to B. third
7. B. to K. Kt. fifth	7. Q. Kt. to B. third
8. B. to Q. Kt. fifth	8. B. to Q. second
9. B. takes Q. Kt.	9. B. takes B.
10. B. takes Kt.	10. Q. takes B.
11. Q. takes Q.	11. P. takes Q.
12. Castles	12. Castles on Q.'s side
13. Kt. to B. third	13. K. R. to K. Kt. square

White. (Mr. C—E.)	*Black.* (Mr. P.)
14. K. B. P. one	14. K. R. P. two
15. Q. R. P. two	15. K. R. P. one
16. Q. Kt. P. two	16. K. R. to Kt. third
17. Q. Kt. P. one	17. B. to Q. second
18. Kt. to Q. fifth	18. Q. R. to K. square
19. Kt. to K. B. fourth	19. K. R. to Kt. fourth
20. Q. B. P. two	20. P. to K. B. fourth
21. Kt. to R. third	21. K. R. to Kt. square
22. Kt. to K. B. second	22. P. takes P.
23. Kt. takes P.	23. R. to Kt. third
24. K. R. to K. square	24. K. B. P. two
25. Kt. to Q. B. third	25. Q. R. to K. Kt. square
26. Q. R. to Q. R. second	26. Q. B. P. one
27. P. takes P.	27. P. takes P.
28. K. R. P. one	28. B. to K. third
29. R. to Kt. second	29. B. takes Q. B. P.
30. K. R. to Q. Kt. square	30. B. to Q. R. third
31. Q. R. to Q. Kt. eighth (check)	31. K. to Q. B. second
32. R. takes R.	32. R. takes R.
33. R. to Q. Kt. fourth	33. R. to K. R. square
34. R. to Q. fourth	34. B. to Q. B. square
35. K. to B. second	35. B. to Q. second
36. R. to K. B. fourth	36. Q. P. one
37. K. to K. third	37. K. to Q. third
38. R. to Q. fourth	38. K. to K. fourth
39. R. to Q. Kt. fourth	39. Q. B. P. one
40. K. B. P. one (check)	40. K. to K. third

WHITE RESIGNED.

GAME CXII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 20th.)

Black. (Mr. M'D.)	*White.* (M. DE LA B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. Q. P. one
5. Q. P. two	5. Q. B. to K. Kt. fifth
6. Q. to Q. third	6. Q. Kt. to B. third
7. K. B. takes K. B. P. (ch.) (*a*)	7. K. takes B.
8. Q. to Q. Kt. third (check)	8. K. to Kt. third
9. Q. takes Q. Kt. P.	9. Q. Kt. takes Q. P. (*b*)
10. Q. takes Q. R.	10. K. Kt. to B. third (*c*)

Black. (Mr. M'D.)	*White.* (M. De la B.)
11. Q. Kt. to R. third	11. K. B. P. one
12. K. Kt. P. one	12. Q. B. to K. R. sixth (check)
13. K. to his square	13. Q. to K. Kt. fifth
14. Q. B. to K. third	14. Q. P. one (*d*)
15. Q. takes Q. R. P.	15. Q. Kt. to B. third
16. Q. takes Q. B. P.	16. Q. P. one
17. Q. B. to Q. second (*e*)	17. Q. takes K. P. (check)
18. K. to Q. square	18. K. B. P. one
19. K. Kt. takes B.	19. Q. to K. B. sixth (check)
20. K. to Q. B. square	20. Q. takes R. (check), and wins. (*f*)

Notes to Game CXII.

(*a*) An ingenious move, but certainly not a judicious one, because Black, in order to obtain an equivalent for the Bishop sacrificed, was compelled to play his Queen too far from the point of action. Had he contented himself by taking the Gambit-pawn with his Queen's Bishop, the game would have been about even.

(*b*) Well played.

(*c*) This precautionary move was essential to prevent the check at King's square.

(*d*) Threatening to win the Queen by checking with his King's Bishop.

(*e*) Taking the Q.'s Kt. with Queen would have been less disastrous than the present move.

(*f*) This game is remarkably well played by M. de la Bourdonnais.

PROBLEMS FOR YOUNG PLAYERS.

No. 31.

By E. W., Bristol.

White.	*Black.*
K. at his Kt.'s second	K. at his Kt.'s fourth
Q. at her B.'s sixth	Q. at her Kt.'s sixth
R. at K. R.'s square	R. at K. R.'s square
B. at Q. B.'s square	R. at Q.'s square
Pawns at K. Kt.'s third, K.'s third, K.'s fifth, Q. B.'s third, and Q. Kt.'s second	B. at Q.'s fourth
	Kt. at K.'s fifth
	Pawns at K. R.'s fourth, K. Kt.'s third, and Q. Kt.'s third

White to play, and mate in three moves.

No. 32.

By X. Y. X.

White.	*Black.*
K. at his square	K. at Q. R.'s fourth
Q. at K. B.'s fourth	Q. at her square
R. at K. R.'s square	R. at K. R.'s square
R. at Q. R.'s square	R. at Q. R.'s square
B. at Q.'s fourth	B. at K. B.'s square
Kt. at Q. R.'s third	B. at Q. B.'s square
Pawns at K. R.'s second, K. Kt.'s second, Q. B.'s second, Q. Kt.'s second, and Q. R.'s second	Kt. at K.'s second
	Kt. at Q. Kt.'s square
	Pawns at K. R.'s second, Q.'s second, Q. B.'s third, Q. Kt.'s second, and Q. R.'s third

White playing first, gives mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 29.

White.	*Black.*
1. Q. to her B.'s fourth	1. K. to his R.'s fourth
2. K. to his Kt.'s third	2. K. takes P.
3. Q. to her fourth	3. K. to R.'s fourth
4. Q. to her Kt.'s second	4. K. to R.'s third, or (A)
5. Q. to her R.'s square	5. K. to R.'s fourth
6. Q. to K. R.'s square, mate.	

(A)

	4. K. R. P. one
5. Q. to K. Kt.'s second (mate).	

No. 30.

White.	*Black.*
1. Q. to her R.'s fourth	1. K. to Q. R.'s third
2. P. advances.	2. K. to R.'s second
3. B. to K. B.'s third	3. K. to R.'s third
4. Q. to Q. B.'s sixth (check)	4. K. to R.'s second
5. Q. to Q. B.'s fifth (check)	5. K. to R.'s third
6. P. mates.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 19.

By Mr. LEWIS.

White.	*Black.*
t his R.'s second	K. at his R.'s square
t Q. B.'s eighth	Pawns at K. R.'s third, K. Kt.'s second, Q. Kt.'s fifth, and Q. R.'s fifth
ns at K. R.'s fourth, K. B.'s ird, K. B.'s fifth, and Q. R.'s cond	

lack play Q. Kt. P. one square, what must White play to draw the game?

No. 20.

By COZIO.

White.	*Black.*
t his Kt.'s fourth	K. at his R.'s square
t Q.'s second	R. at Q. R.'s third
t K.'s fourth	R. at Q. Kt.'s third
ns at K. Kt.'s fifth, and K. 's fifth	Pawns at K. Kt.'s second, Q. Kt.'s sixth, and Q. R.'s seventh

White playing first, wins in five moves.

No. 21.

By the Rev. H. BOLTON.

White.	*Black.*
t his seventh	K. at his B.'s fourth
at K. Kt.'s fourth	Pawns at K. R.'s third, K. Kt.'s fourth, K. B.'s sixth, and Q. B.'s fifth
at K. B.'s second	
ns at K. R.'s fifth, K.'s third, . B.'s third, and Q. Kt.'s cond	

White to play, and win in six moves.

No. 22.

By Mr. LEWIS.

White.	*Black.*
t Q.'s second	K. at Q.'s fourth
at Q. B.'s eighth	B. at K. R.'s eighth
t Q. B.'s second	Pawns at Q.'s third, Q. Kt.'s fourth, and Q. R.'s fourth

White to draw.

No. 23.

By SENSUIT.

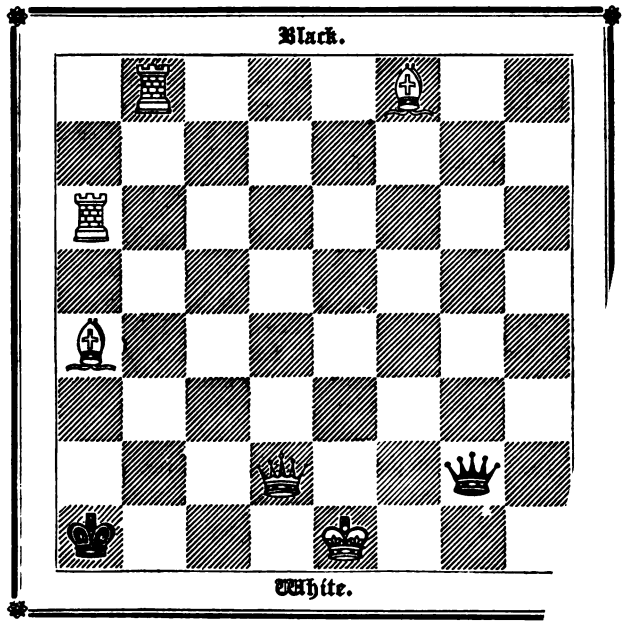
White.	*Black.*
K. at Q. R.'s square	K. at his Kt.'s second
R. at K. R.'s eighth	Pawn at Q. R.'s sixth
R. at K. B.'s eighth	
Kt. at K. Kt.'s eighth	
P. at Q. R.'s second	

White compels Black to mate in fifteen moves.

PROBLEM, No. 41.

By M. D'ORVILLE, OF ANTWERP.

White, playing first, *compels Black to mate him in six moves.**



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* This stratagem originally appeared in a French periodical, b[illegible] of our subscribers.

NOTICES TO CORRESPONDENTS.

CHESS.

"HONEST, WISE, HALE."—The solutions of problems 1, 2, and 20, are correct; our correspondent has failed, however, in his attempt to solve the clever stratagem on our wrapper. We are obliged by his friendly suggestions, but may remark, that whenever, in the solution of a problem, we append to a move of the second player's the word "best," it implies that the move given is that "best" calculated to *delay* the mate, and that if any other be adopted the mate can be effected in fewer moves.

"G. S. S., LIVERPOOL."—The game forwarded to us some time since for insertion, has been mislaid: will "G. S. S." favour us with another specimen of the same player's skill?

"BETA, NORWICH."—Madame De la Bourdonnais is not now in England. Any subscription for her benefit should be sent to the Honorary Secretary of the London Chess Club.

"G. W., BATH."—Received, with thanks.

"BONHOMME, BERLIN."—Our best thanks are rendered for "Bonhomme's" valuable and flattering communication, of which, as he will see by the present number, we have lost no time in availing ourselves.

"JUVENILE."—The first of the proposed series of "Model Games" will appear in the next number.

"M. M."—Any of Mr. Lewis's works on Chess may be obtained at Goode's Chess Rooms, or of Simpkin and Marshall.

"E. W., BRISTOL."—The promised games will be highly acceptable.

"SECRETARY."—The best players in Berlin are Messrs. Mayet, Bledow, Heidebrant, Hanstein, and Major Von Carisien; all of whom are fine players, and about equal in skill.

"A. A., HEREFORD."—The games alluded to were duly received, and shall be examined. Both solutions are correct.

"A KNIGHT," "W. F. W." "PALAMEDES," and "R. R." if possible, next week.

THE LAWS OF CHESS.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—As one of a numerous provincial Society established to enjoy the scientific recreation of Chess-play, permit me to tender my thanks for your proper censures on the silly interpolations, which Mr. Walker has attempted to palm upon us "country gentlemen," as the Laws of Chess in use at the London Chess Club.

Want of leisure has prevented me paying much attention to elementary books on Chess, and, therefore, until the appearance of your remarks,

I was content to take that writer's word for the fact, that the Laws in his *compilations*, as you fitly designate them, were the same as those published by Lewis, and in vogue at the leading English Chess Club; that this also was the prevailing impression among the members of many Country Clubs is shown in the circumstance of their having permitted Walker's books to be cited as an authority. In the Club to which I have the honour of belonging, one of our rules, I find, is that the game shall be played in accordance with the rules laid down in the Treatises on Chess, by Lewis and Walker. Now, Sir, the latter has rendered this utterly impracticable; for not only does he disagree with the well known author, with whose name his own has received the compliment of being thus associated, as to what are the Laws of the Game; but *he is actually at issue with himself* upon the subject, as any one may discover, who chooses to compare his several books about Chess. The question then remains for the Country Clubs to decide, whether it is more advisable to content themselves with the well considered, and long established Laws of the London Club, as published by Lewis and sanctioned by common sense, or to adopt the crude vagaries which Mr. Walker's caprice may periodically condescend to yield them.

With great respect, I remain, Sir, yours obediently,

No Lawgiver.

P. S. Few persons comparatively possess the earlier work of Lewis, which contains the Laws; by giving them in your widely circulated Chronicle, you would, therefore, confer a boon upon the Chess community at large.

[We have received several letters upon the same subject, but our limits forbid their insertion in the present number.—Ed.]

SOME REMARKS
ON THE
EUROPEAN NAMES OF CHESS-MEN.

By Francis Douce, Esq.

It is not my design to enter upon a discussion concerning the origin of this famous Game. It has been already very ably done by others, especially by our countryman, Dr. Hyde; yet I shall avail myself of this opportunity of mentioning the latest, and perhaps the most satisfactory, opinion upon this subject, for which we are indebted to the labours of that accomplished scholar, Sir William Jones. He has informed us that Chess was invented by the Hindoos, from the testimony of the Persians, who unanimously agree that it was imported from the West of India in the sixth century, and immemorially known in Hindostan by the name

of *Chaturanga*, or the four members of an army, *viz.* elephants, horses, chariots, and foot-soldiers.

By a natural corruption of the pure Shanscrit word, it was changed by the old Persians into *Chatrang;* but the Arabs, who soon after took possession of their country, had neither the initial nor final letter of that word in their alphabet, and consequently altered it further into *Shatranj*, which found its way presently into modern Persian, and at length into the dialects of India, where the true derivation of the name is known only to the learned; and thus has a very significant word in the sacred language of the Bramins been transformed, by successive changes, into *Axedrez, Scacchi, Echecs, Chess.* The learned writer is convinced that the simple game, as now played in Europe and Asia, was invented by a single effort of some great genius, and not completed by gradual improvements. He then informs us that no account of the game has hitherto been discovered in the classical writings of the Bramins, though it is confidently asserted that Shanscrit books on Chess exist; and proceeds to describe a very ancient Indian game of the same kind, but more complex, and, in his opinion, more modern than the simple Chess of the Persians.*

The more immediate object of the present communication is to bring under one point of view, the various opinions concerning the *European names* of the Chess-men, to reconcile some of these, and to correct others.

I have not hitherto been able to discover any difference in the appellation of the principal piece: by all the writers who have mentioned the game, it is uniformly styled the KING.

With respect to the piece next in rank, and now, I believe, universally called the Queen (except perhaps in Poland and Russia, where, according to Dr. Hyde, it is likewise called the *old woman* or *nurse*),† it is certain that the French, and after them the English, during the middle ages, adopted a very different name, *viz. Fierce, Fierges, Feers.*

> " Fols chevaliers *fierges* ne ros."—*Roman de la Rose, MS.*
>
> " Li Badrains trait sa *fierce* por son paon garder."
>
> *Rom. de Cassamus, MS.*
>
> " She stale on me and toke my *feers*,
> And whan I saw my *feers* away,
> Alas, I couthe no lenger play!"—*Chaucer, Dream of Love.*

It is agreed that the term is borrowed from the Eastern word *Pherz*, which means a counsellor or general of an army: for it is well known, that the game, however since corrupted, was originally a military one;

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* Asiatic Researches, or Transactions of the Society instituted in Bengal for inquiring into the History and Antiquities, the Arts, Sciences, and Literature of Asia. Calcutta, 1788, 1790, 4to, vol. ii. p. 159.

† Hyde de Ludis Orientalibus. Oxon. 1694, 12mo, p. 77.

and it is proper to make this remark now, as it will apply in discussing the changes of other pieces. The military spirit of the Asiatic game is still preserved in the method of playing, but the warlike characters of the actors have been almost entirely converted into those composing the principal classes of a well-regulated society, such as Kings, Queens, Knights, Bishops, Fools, and Peasants. Unless the similarity in sound between the words *Pherz* and *Vierge* occasioned the introduction of the latter term among the Europeans, it is difficult to account for it; and it is farther probable, that the mere sound of the word might have given rise to the whole change in the game; for the extravagant veneration of the times towards the Holy Virgin, would naturally lead to the introduction of a Queen, and the rest followed of course. In an ancient Latin poem, hereafter more particularly mentioned, the Queen is called *Virgo*.

Monsieur Freret, after remarking that the move of this piece among the Easterns is only from square to square, observes, that the romantic spirit of the times disdained this very contracted notion, as too much resembling the slavery of the Asiatic females, and contrary to the privileges enjoyed by those of Europe; on which account they rendered it as free as possible, by making it the most important of all the pieces.* Although the title of *Queen* could not be traced so far back as that of *Fierce*, it is of considerable antiquity, as it is to be met with in French manuscripts of the thirteenth century; and in the *Gesta Romanorum*, a collection of stories, compiled about the beginning of the thirteenth century, this piece is called *Regina*.† I believe it is not possible to trace the term *Fers* in the English language beyond the time of Chaucer. In the reign of Henry VII. the piece was called *Queen*, as appears from the following passage in the *Vulgaria* of W. Horman, printed at London, 1519:—"We shulde have II Kyngis and II *Quyens*, IIII Alfyns, IIII Knyghtis, IIII Rokis, and XVI Paunys;" and indeed it was called so before this time, as appears from Caxton's Game of Chess.

The Bishop was, by the English writers before cited, called *Alphyn*, *Awfyn*, and *Alfin*; by the old French romancers, *Aufin*. Hyde says that the Spaniards, who borrowed many words from the Moors, formed the word *Alfil* from the Arabic *Fil*, the name of this piece on the Eastern Chess Board, which signifies an Elephant, and that Jacobus de Cessolis, who wrote his "Treatise on Chess" in the thirteenth century, adopted this word;‡ and from him the above English and French terms originated. What was the shape of the piece at this time, will probably never appear. The present Spanish and Italian Chess terms, *Alfieres* and *Alfiere*, or *Alfino*, although they signify a *standard-bearer*, are evidently from the

* Mem. de l'Acad. des Inscriptions, tom. v.

† Gesta Romanorum, cum Applicationibus moralisatis et mysticis, sine anno aut loco, folio, cap. clxvi. The Queen is likewise called *Virgo* in a work of uncertain date cited p. 404.

‡ De Ludis Oriental. p. 95.

same source; indeed, there is hardly an end to the chace after this word, which leads one through a labyrinth of conjectures, and presents itself under the various forms of *Ftl, Alfil, Alfin,* Ἐλφινος, Ἀελφίνος, Ἐλεφας, the Hebrew *Eleph,* &c. Damiano, whose book on Chess was printed in 1524, calls it *Delfino, Alfil,* and *Alfiro,* and gives a cut of it; as does likewise the Italian translator of Ruy Lopez, in 1584. In both these representations it resembles an urn.

The French, at a very early period, called this piece *Fol.* It is easy to trace this word, as a Chess term, from the original *Ftl.* It occurs in the *Roman de la Rose,* and in a manuscript of the *Roman du Vœu du Paon,* where it is likewise called *Aufin.*

"*C'est droite compaignie,* avec le *fol cuidier.*"—*Roman du Vœu du Paon.*

"I cele son *Aufin* quel cuide conquester."—*Ibid.*

From this it is probable that the ancient term was still retained, even after the change in the form of the piece took place. To account for this change is no difficult matter, when it is considered what a favourite personage the fool was in those times. Kings and Queens seldom appeared without their fools; and this made the satirical Regnier say:—

"*Or ce n'est point pour estre elevé de fortune*
Aux sages comme aux fous c'est chose assez commune
Elle avance un chacun sans raison et sans chois.
Les Fous sont aux Echecs les plus proches des Rois.

A farther proof, that the figure of a fool constituted one of the pieces on the ancient French Chess Board, occurs in a curious spiritual romance, intitled, "Le pelerin de vie humaine." It was composed in the beginning of the fourteenth century, by William de Guileville, a Cistercian monk, in French rhyme, and at the instance of Jeanne de Laval, Queen of Sicily, rendered into prose by Jean Gallopez, a priest at Angiers. In this book the author has described the Chess King at the head of his pieces, attacking and undermining the foundations of a church. In an edition of the translation printed in 1504, there is a cut of a Chess Board, with a Fool among the pieces. The French yet retain this name; and I have seen French and German Chess-men, among which this piece has occurred.

I have not been able to discover when this piece was first called an *Archer,* or for what reason. Rabelais, in his allegorical description of the game, has so termed it; but perhaps with as much licence as Colonna, the author of *Poliphilo,* whom Rabelais copied, has called it the *Secretary;* and yet may not this circumstance have given occasion to another change? Archers were formerly the body-guards of monarchs, and might have been thought by some more proper personages in the game of Chess than fools, especially if they were inclined to give it a military turn. It is also to be observed, that Vida, in his poem on Chess, which was, I believe, written a little before the celebrated work of Rabelais,

describes this piece as an Archer; and Beale, who published a translation of Biochamos's *Royal Game of Chesse-play* in 1656,* makes the Bishop and Archer the same, with a cloven head.

It is perhaps impossible to trace the first appearance of this piece with a forked or cloven head. It is represented something in this manner in Caxton's translation of Jacobus de Cessolis; but his Rook is given as still more so. I observe that the English and Danes alone, in modern times, called it the *Bishop;* and the first mention of this term that I have met with, in England, is in Saul's *Famous Game of Chesse-play*, originally published in 1640, who says the game resembles a well-composed commonwealth, the Bishop representing the Clergy, "with high cloven heads like a Bishop's miter." Hyde asserts, that the Europeans, not regarding the true design of the game, improperly placed the Bishop after the Queen;† but he has not, upon this occasion, been attentive to dates and changes; for it has been shown, that the Bishop was not anciently so called in England, nor has he adduced any proofs that it was so termed by any other people in Europe; nevertheless there are strong reasons to suppose that, at a very early period, the French had such a piece upon their Chess Board; for, in the *Roman d'Alexandre*, one of the most ancient poems in the French language, there is a description of a Chess Board, in which it is said—

"Roy, fierce, chevalier, Auffin, roc, and *corns*,
Furent fet de saphir."

And in a collection of *Jeux-partis*, or games at Chess, preserved among the Cotton Manuscripts,‡ the same piece is thus mentioned:—

"Al neofime vient avant *li cornus*,
Si li mootre les *corns agus*."

(*To be continued in our next Number.*)

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* This is Giochamo Greco's well known work on the game.—[Ed.]

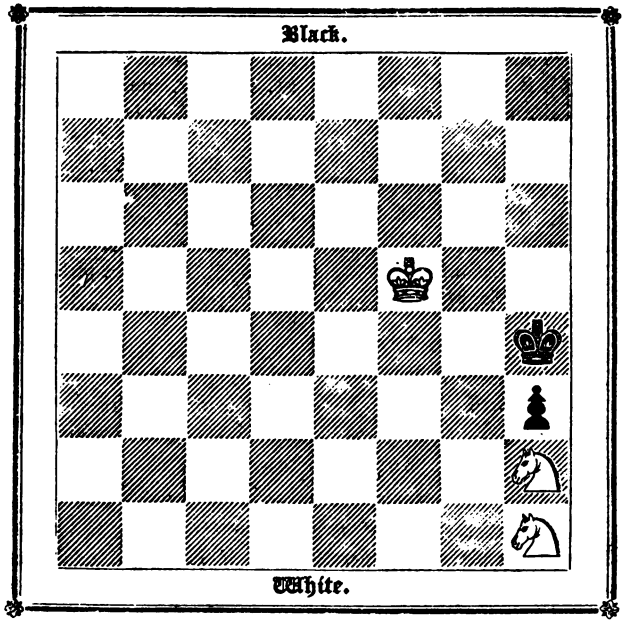
† De Ludis Oriental. p. 77.

‡ Cleopat. B. ix.

PROBLEM, No. 42.

By Dr. GÖPEL, of Berlin.

White to play, and mate in nine moves.



GAME CXIII.

ell played Game, between Mr. ST—N and one of the best Metropolitan Players.

Black. (Mr. —.)	*White.* (Mr. S—.)
. K. P. two	1. K. P. two
. K. B. P. two	2. K. B. to Q. B. fourth
. Q. B. P. one (*a*)	3. Q. Kt. to B. third
. K. B. to Q. B. fourth	4. K. Kt. to B. third
. Q. to K. B. third	5. Castles
. Q. P. one	6. Q. P. one
. K. B. P. one	7. Q. Kt. to R. fourth
. Q. Kt. P. two	8. B. takes K. Kt.
. P. takes Kt.	9. B. to Q. B. fourth
. Q. Kt. to Q. second	10. Q. B. P. one
. Kt. to Q. Kt. third	11. Q. Kt. P. two
. P. takes P. *en passant*	12. K. B. takes P.
. Q. Kt. to Q. second	13. Q. P. one

Black. (Mr. —.)	*White.* (Mr. S—.)
14. B. to Q. Kt. third	14. Q. B. to Q. R. third
15. Q. B. to Q. R. third	15. R. to K. square
16. Castles on Q.'s side	16. K. R. P. one
17. K. Kt. P. two	17. Kt. to K. R. second
18. K. R. P. two	18. K. B. to Q. R. fourth
19. Kt. to Q. Kt. square	19. Q. P. one
20. Q. B. P. one	20. Q. R. to Kt. square
21. K. to Q. B. second	21. K. B. P. one
22. Q. B. P. one (discov. check with the B.)	22. K. to R. square
23. K. Kt. P. one	23. K. B. P. takes P.
24. R. P. takes P.	24. Kt. takes P.
25. Q. to K. R. fifth	25. Q. to K. second
26. Q. R. to K. Kt. square	26. Kt. to K. R. second
27. K. R. to R. second	27. K. B. to Q. Kt. fifth
28. K. R. to K. Kt. second (*b*)	28. Q. takes Q. B. P. (check)
29. K. to Q. square	29. B. takes B.
30. Kt. takes B.	30. Q. to her B. sixth (*c*)
31. B. to Q. B. second (*d*)	31. B. takes Q. P.
32. Q. to Kt. fourth	32. Kt. to Kt. fourth
33. Q. to Kt. third.	33. B. takes B. (check)

BLACK RESIGNS (*e*).

Notes to Game CXIII.

(*a*) The young player will perceive that if Black had taken the K.'s Pawn, his opponent, by checking with his Queen at K. R.'s fifth, would have gained a decided advantage.

(*b*) Instead of this move, he should have taken the Bishop.

(*c*) Had Black ventured to take the Kt., he would have been mated in a few moves.

(*d*) A weak move. He might have played his Queen to K. Kt.'s sixth, and, if White had taken the Pawn, checking, by interposing the Rook at Queen's second, he would have had a winning position.

(*e*) The early part of this game is played with much spirit by the first player.

GAME CXIV.

Between the same Opponents.

White. (Mr. S—.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. Kt. to B. third (*a*)

White. (Mr. S—.)	*Black.* (Mr. —.)
5. Q. B. to K. Kt. fifth	5. K. R. P. one
6. B. takes Kt.	6. Q. takes B.
7. Castles	7. K. B. to Q. B. fourth
8. K. P. one	8. Q. to K. Kt. third
9. Q. B. P. one	9. P. takes P.
10. Q. Kt. takes P.	10. Castles
11. Q. Kt. to Q. fifth	11. K. B. to Q. Kt. third
12. Q. Kt. P. two	12. K. to R. square
13. Q. Kt. P. one	13. Kt. to Q. R. fourth
14. B. to Q. third	14. Q. to K. third
15. B. to Q. B. second	15. Q. B. P. one
16. Q. Kt. to K. B. fourth	16. Q. to her B. fifth
17. K. Kt. P. one	17. Q. takes Q. Kt. P.
18. Q. Kt. to K. Kt. sixth (check)	18. K. to his Kt. square (*b*)
19. Q. to her sixth	19. Q. to her B. fourth (*c*)
20. Kt. to K. seventh (check)	20. K. to R. square
21. Q. to her third	21. K. Kt. P. one
22. Kt. takes K. Kt. P. (check)	22. P. takes Kt.
23. Q. takes K. Kt. P.	23. Q. to K. second
24. Q. takes K. R. P. (check)	24. K. to his Kt. square
25. Kt. to Kt. fifth	25. Q. to K. Kt. second
26. B. to R. seventh (check)	26. K. to R. square
27. Q. to R. fifth	27. B. to Q. square
28. B. to K. Kt. sixth (discov. check)	28. K. to Kt. square
29. Kt. to R. seventh	29. B. to K. second
30. Kt. takes R.	30. B. takes Kt.
31. Q. R. to Q. square	31. Kt. to Q. B. fifth
32. K. R. to K. square	32. Q. P. two
33. K. P. one	33. K. B. to Q. third
34. Q. R. to Q. fourth	34. Kt. to K. fourth
35. K. R. takes Kt.	35. B. takes R.
36. B. to K. B. seventh (check)	36. K. to B. square
37. R. to K. Kt. fourth	37. Q. to B. third
38. R. to K. Kt. sixth	

BLACK RESIGNED.

Notes to Game CXIV.

(*a*) We think this move is not so good as K.'s Bishop to Q. B.'s fifth, checking.

(*b*) Had Black taken the Knight, his adversary, by playing his Queen to her sixth, would have had a fine game.

(*c*) Instead of this move, he should have taken the Knight.

GAME CXV.

Between Mr. C— and the Honorary Secretary of the London Chess Club.

White. (Mr. C.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. K. Kt. to B. third	5. Q. to K. R. fourth
6. Q. P. two	6. Q. P. one
7. Q. Kt. to B. third	7. Q. B. P. one
8. K. R. P. two	8. K. R. P. one
9. Q. to K. second	9. Q. B. to K. Kt. fifth
10. Q. P. one	10. K. B. to K. Kt. second
11. Q. B. to Q. second	11. Kt. to K. second
12. Q. to K. B. second	12. Q. B. takes K. Kt.
13. K. Kt. P. takes B.	13. Q. Kt. to Q. second
14. Q. P. takes P.	14. Q. Kt. P. takes P.
15. Q. to K. Kt. second	15. Q. Kt. to K. fourth
16. B. to K. second	16. Q. to Kt. third
17. Kt. to Q. square	17. K. B. P. two
18. Kt. to B. second	18. K. B. P. takes P.
19. Kt. takes P.	19. Q. P. one
20. K. R. P. one	20. Q. to K. third
21. Kt. to Q. B. fifth	21. Q. to K. B. second
22. Kt. to Q. third	22. K. Kt. to K. B. fourth
23. Kt. takes Q. Kt.	23. B. takes Kt.
24. B. to Q. third	24. Kt. to Kt. sixth (check)
25. Q. takes Kt.	25. P. takes Q.
26. K. B. to K. Kt. sixth	26. Castles on K.'s side
27. B. takes Q. (check)	27. R. takes B.
28. K. to Kt. second	28. B. takes P.
29. Q. R. to K. square	29. Q. R. to K. B.
30. K. R. to B. square	30. B. to Q. R. sixth
31. R. to K. sixth	31. R. to B. third
32. R. takes R.	32. R. takes R.
33. K. takes P.	33. B. checks
34. K. to Kt. fourth	34. B. to K. B. fifth
35. B. to Q. B. third	35. R. to K. third
36. K. to B. fifth	36. K. to B. second
37. R. to Q. Kt. square	37. R. to K. second
38. B. to K. B. sixth	38. R. to Q. second
39. Q. B. P. one	39. Q. B. P. one
40. R. to Q. square	40. R. to Q. third
41. B. to K. fifth	41. R. to K. third

White. (Mr. C.)	*Black.* (Hon. Sec.)
42. B. takes B. (*a*)	42. R. to K. B. third (check)
43. K. to K. fifth	43. R. takes B.
44. K. takes P.	44. R. takes K. B. P.
45. K. takes Q. B. P.	45. R. takes Q. B. P. (check)
46. K. to Q. sixth	46. R. to K. R. sixth
47. R. to K. B. square (check)	47. K. to Kt. second
48. K. to K. seventh	48. R. to K. sixth (check) (*b*)
49. K. to Q. sixth	49. R. to K. fifth
50. R. to Q. B. square	50. R. to K. B. fifth
51. R. to Q. B. seventh (check)	51. R. to K. B. second
52. R. to Q. B. eighth	52. K. to B. third
53. R. to K. Kt. eighth	53. K. to B. fourth
54. K. to Q. fifth	54. K. to Kt. fifth, and wins.

Notes to Game CXV.

(*a*) We believe that White should have taken the Q.'s Pawn with his Rook.

(*b*) If White had taken the R.'s Pawn, his opponent could have given "perpetual check."

GAME CXVI.

This masterly Game was played between Dr. BLEDOW and M. BILGUER, only a short period before the latter's death.

White. (Dr. B.)	*Black.* (M. B.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. P. two
3. Q. P. one (*a*)	3. K. Kt. to B. third
4. K. Kt. to B. third	4. K. B. P. takes P.
5. P. takes P.	5. Kt. takes P. (*b*)
6. Q. to her fifth	6. Kt. to Q. third
7. Kt. takes K. P.	7. Q. B. P. one
8. Q. to K. B. seventh (ch.) (*c*)	8. Kt. takes Q.
9. B. takes Kt. (check)	9. K. to his second
10. Q. B. to K. Kt. fifth (check)	10. K. to Q. third
11. B. takes Q.	11. K. takes Kt.
12. K. B. P. two (check)	12. K. to his B. fourth
13. Q. B. to K. Kt. fifth	13. K. B. checks
14. Q. B. P. one	14. K. R. to B. square
15. K. B. to Q. Kt. third	15. K. R. P. one
16. K. B. to Q. B. second (check)	16. K. to his Kt. fifth
17. K. B. to Q. square (check)	17. K. to B. fourth
18. K. Kt. P. two (check)	18. K. to Kt. third
19. K. B. to Q. B. second (check)	19. K. to B. second

White. (Dr. B.)	*Black.* (M. B.)
20. Q. B. to K. R. fourth	20. K. B. to K. second
21. Q. B. to K. Kt. third	21. Q. P. two
22. K. B. P. one	22. Q. Kt. to Q. second
23. Kt. to Q. second	23. K. B. to his B. third
24. Kt. to K. B. third	24. K. R. checks
25. K. to his B. second	25. Kt. to Q. B. fourth
26. K. R. to K. square	26. Q. B. to Q. second
27. Q. Kt. P. two	27. Kt. to K. fifth (check)
28. R. takes Kt.	28. Q. P. takes R.
29. K. B. to Q. Kt. third (check)	29. K. to his B. square
30. Q. B. to Q. sixth (check)	30. B. interposes
31. Kt. to K. fifth (*d*)	31. K. Kt. P. two (*e*)
32. K. B. P. one	32. K. P. one (check)
33. K. to his Kt. square	

BLACK ABANDONED THE GAME.

Notes to Game CXVI.

(*a*) "Queen's Pawn two," would have been a better move.

(*b*) This is not a good move.

(*c*) Very well played.

(*d*) The last moves of this game are finely played by Dr. Bledow.

(*e*) The student will observe that if Black had taken the Bishop, he would have been mated by the Knight next move.

GAME CXVII.

Just played between Messrs. P—T and ST—N.

Black. (Mr. P.)	*White.* (Mr. S—.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. one	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. K. P. one	4. Q. Kt. to B. third
5. Q. P. two	5. Q. to her Kt. third
6. K. B. to Q. third	6. Q. B. to Q. second
7. K. B. to Q. B. second	7. Q. R. to Q. B. square
8. Castles	8. Q. R. P. two
9. Q. R. P. two	9. K. Kt. P. one
10. Q. P. takes P.	10. K. B. takes P.
11. Q. Kt. to R. third	11. K. B. P. one
12. P. takes P.	12. K. Kt. takes P.
13. Q. Kt. to Kt. fifth	13. Castles
14. Q. B. to K. R. sixth	14. K. Kt. to Kt. fifth (*a*)
15. B. takes R.	15. B. takes K. B. P. (check)
16. K. to R. square	16. R. takes B.

Black. (Mr. P.)	*White.* (M. S—.)
17. Q. to K. second	17. K. B. to Q. B. fourth
18. K. Kt. to Q. fourth	18. R. takes R. (check)
19. R. takes R.	19. K. P. one
20. Q. to K. B. third (*b*)	20. Q. Kt. to Q. square
21. Q. takes Q. P. (check)	21. B. to K. third
22. Kt. takes B.	22. Kt. takes Kt.
23. B. to Q. Kt. third	

AND WHITE RESIGNED.

Notes to Game CXVII.

(*a*) Badly played. (*b*) A very good move.

GAME CXVIII.

Between the same Players.

White. (Mr. S.)	*Black.* (Mr. P.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. one	5. Castles
6. Q. B. to K. Kt. fifth	6. K. R. P. one
7. Q. B. to K. R. fourth	7. Q. P. one
8. Castles	8. Q. B. to K. Kt. fifth
9. Q. Kt. to Q. second	9. K. Kt. P. two
10. B. to K. Kt. third	10. K. Kt. to K. R. fourth
11. K. to R. square	11. Q. Kt. to K. second
12. K. R. P. one	12. Q. B. to Q. second
13. Q. P. one	13. K. P. takes P.
14. K. Kt. takes P. at Q. fourth	14. K. Kt. to Kt. second
15. K. B. P. two	15. Q. Kt. to K. Kt. third
16. K. B. P. one	16. Q. Kt. to K. fourth
17. K. B. P. one	17. K. Kt. to K. third
18. Q. B. takes Kt.	18. Q. P. takes B.
19. K. Kt. to Q. Kt. third	19. K. B. to Q. Kt. third
20. Q. to K. R. fifth	20. K. to R. second
21. Q. R. to Q. square	21. K. B. to K. sixth.
22. Kt. from Q. second to K. B. third	22. Q. to K. square
23. Kt. takes K. P.	23. Kt. to K. B. fifth
24. R. takes Kt.	24. B. takes R.
25. R. takes Q. B.	

BLACK RESIGNED THE GAME.

GAME CXIX.

In the Match between M. Du la Bourdonnais and Mr. M'Donnell.

Game 21st.

White. M. Du la B.	Black. Mr. M'D.
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. K. Kt. to B. third
4. Q. P. one	4. Q. Kt. to B. third
5. Q. B. P. one	5. Q. Kt. to K. second
6. K. B. P. two	6. P. takes P. (a)
7. Q. P. one	7. K. B. to Kt. third
8. Q. B. takes P.	8. Q. P. one
9. K. B. to Q. third	9. Q. Kt. to K. Kt. third
10. Q. B. to K. third	10. Castles
11. K. R. P. one	11. K. R. to K. square
12. Q. Kt. to Q. second	12. Q. to K. second
13. Castles on Q.'s side	13. Q. B. P. two
14. K. to Kt. square	14. P. takes P.
15. P. takes P.	15. Q. R. P. two
16. K. Kt. to B. third	16. Q. B. to Q. second
17. K. Kt. P. two	17. K. R. P. one
18. Q. R. to K. Kt. square	18. Q. R. P. one
19. K. Kt. P. one	19. P. takes P.
20. B. takes P.	20. Q. R. P. one
21. Q. Kt. P. one	21. Q. B. to his third
22. Q. R. to K. Kt. fourth	22. K. B. to Q. R. fourth
23. K. R. P. one	23. B. takes Kt.
24. Kt. takes B.	24. Q. R. to its fourth
25. K. R. P. one	25. R. takes B.
26. R. takes R.	26. Kt. to K. B. fifth
27. Q. to K. B. third	27. Kt. takes R.
28. Q. P. one	28. Kt. takes Q. P.
29. K. R. to K. Kt. square (b)	29. Kt. from Q. fourth checks
30. K. to R. square	30. B. takes K. P.
31. R. takes K. Kt. P. (check)	31. K. to R. square
32. Q. to K. Kt. third	32. B. to K. Kt. third
33. K. R. P. takes B.	33. Q. to K. eighth (check)
34. R. takes Q. (c)	34. R. takes R. (check)
35. Q. takes R.	35. Kt. takes Q.
36. R. to R. seventh (check)	36. K. to Kt. square
37. P. takes K. B. P. (check)	37. K. takes R.
38. P. one, becoming a Queen	38. Kt. mates.

Notes to Game CXIX.

(*a*) In this opening, which is a variation on that known as the "Lopez Gambit," it is not good play for the second player to take the K. B. P. with his K.'s Pawn.

(*b*) This portion of the game is remarkably well played by both parties.

(*c*) We append an ingenious variation upon this move, by Mr. St—n, showing clearly that, from the present position, White could have won the game:—

VARIATION ON WHITE'S 34TH MOVE.

White.	*Black.*
34. Kt. to Q. Kt. square	34. Q. takes Q.
35. R. from K. Kt. seventh to R. seventh (check) *	35. K. to his Kt. square
36. P. takes K. B. P. (check)	36. K. takes R. (best)
37. R. to K. R. square (check)	37. K. to Kt. second (best)
38. P. takes R., becoming a Queen	

And White wins without difficulty.

PROBLEMS FOR YOUNG PLAYERS.

No. 33.

By E. W., of Bristol.

White.	*Black.*
K. at his Kt.'s second	K. at his Kt.'s second
Q. at her B.'s sixth	Q. at her R.'s eighth
B. at Q.'s second	R. at K. R.'s square
Kt. at K.'s seventh	R. at K.'s square
Kt. at Q.'s fifth	B. at K. B.'s second
Pawns at K. R.'s second, K. Kt.'s third, and Q. R.'s second	Kt. at K. R.'s fourth
	Pawns at K. R.'s second, K. Kt.'s third, K. B.'s fourth, K.'s fourth, and Q. Kt.'s third

White to play, and mate in four moves.

No. 34.

By J. M.

White.	*Black.*
K. at K.'s fifth	K. at Q. R.'s square
B. at K. Kt.'s third	Pawn at Q. R.'s second
B. at Q. R.'s fourth	
Pawns at Q. R.'s sixth, Q. Kt.'s fifth, and Q. Kt.'s sixth	

White to mate with his Q. R.'s Pawn in eleven moves, without taking the Black Pawn.

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* If White takes the Q. at this point, he cannot save the game.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 31.

White.	*Black.*
1. Q. to K. B.'s sixth (check)	1. Kt. takes Q., or (A)
2. K. P. one (discov. check with the B.)	2. K. to his Kt.'s fifth
3. R. mates.	

(A)

White.	*Black.*
1.	1. K. to his R.'s third
2. R. takes K. R. P. (check)	2. K. takes P.
3. Q. to R.'s fourth, MATE.	

No. 32.

White.	*Black.*
1. Q. to her second (check)	1. K. to R.'s fifth
2. Q. Kt. P. one (check)	2. K. takes Kt.
3. B. to Q. B.'s fifth (check)	3. K. to Q. Kt.'s seventh
4. Q. B. P. two (discov. check)	4. K. takes R.
5. K. to his second (discov. ch.) MATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 24.

By Cozio.

White.	*Black.*
K. at Q. Kt.'s fifth	K. at Q. Kt.'s second
R. at K. R.'s seventh	R. at Q. B.'s square
R. at K. Kt.'s second	R. at Q. R.'s square
B. at K. R.'s third	B. at Q. B.'s second
Kt. at K.'s sixth	Kt. at Q. Kt.'s square
Pawns at Q.'s fifth, and Q. B.'s fourth	Pawns at Q.'s third, Q. B.'s fourth, and Q. Kt.'s third

White to win in thirteen moves.

No. 25.—By Ercole Del Rio.

White.	*Black.*
. at Q. R.'s square	K. at his R.'s square
. at K. B.'s fourth	Q. at her B.'s seventh
. at K. R.'s square	R. at K. Kt.'s second
t. at K.'s fourth	R. at K.'s seventh
wn at Q. R.'s second	Pawns at K. R.'s second, and Q. B.'s fifth

White to win in seven moves.

No. 26. — By the same Author.

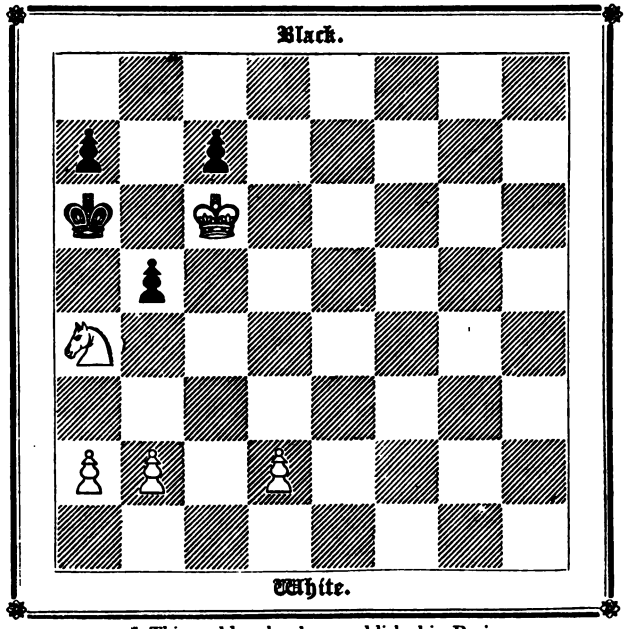
White.	*Black.*
. at his B.'s fourth	K. at K. R.'s square
. at K.'s third	Q. at K. R.'s eighth
. at K. B.'s seventh	R. at Q. R.'s square
t. at K.'s fifth	B. at Q. Kt.'s fifth
wns at K. B.'s sixth, and Q. B.'s second	Pawns at K. R.'s second, and Q. B.'s fourth

White to win in seven moves.

PROBLEM, No. 43.

By M. D'Orville.

White, playing first, mates in seven moves. *



* This problem has been published in Paris.

NOTICES TO CORRESPONDENTS.

CHESS.

"J. H. S."—The solutions of our 18th and 19th Problems are clever and correct. A private communication, containing the information required, has been forwarded.

"J. W. B.'s" suggestion shall be thought of; but so much has been written on the subject of the Knight's moves, that we fear it is exhausted.

"W. H., RICHMOND."—Thanks for the hint.

"PALAMEDES."—The Problem No. 38, in the 21st number of our "Chronicle," was printed from an incorrect diagram. The Black King should be at Q. R.'s *4th square*, and the Pawn at *Q. R.'s third square*. So amended, the stratagem is one of the most ingenious we have ever met with.

"JUVENILE."—There are several English translations of Vida's "Scacchiæ Ludus."

"MIRANDA."—Solutions to all the problems on diagrams will be given in the 26th number.

"A KNIGHT."—The article on Cards has been returned, as directed. Applications for the first volume must be made to the publisher.

"F. O." "S. R." and "W. H—D."—The promised papers on Draughts will commence with our second volume. Positions of the kind mentioned by "S. R." will be very acceptable.

"A. Z."—"Six games played on board an India ship, by two fine players," shall be examined. The two positions are neither uncommon nor original.

"W. F. W." and "R. R."—We are unavoidably compelled to postpone the consideration of these correspondents' observations on the "Laws of Chess."

"G. M—LL."—Will experience no difficulty in obtaining the "Chronicle" through any respectable foreign bookseller.

"A YOUNG PLAYER."—The rule laid down by Lewis, in his capital little book, "Elements of the Game of Chess," will best explain to "A Young Player" when two *united* Pawns can or cannot win against a Rook:—"The Rook will win the Pawns, except in the following cases: if they have reached their seventh squares, the Pawns will win; if they be at their sixth squares, and neither of them attacked by the Rook, they will win, whether they have the move or not; when they are at their sixth squares, if the Rook attacks one of them, they will nevertheless win, if they have the move: hence it follows, that if one Pawn be at its seventh square, and the other at its sixth, the Pawns will win, whether they begin or not."—In all these cases, it is understood that the Kings are too distant to interfere.

SOME REMARKS

ON THE

EUROPEAN NAMES OF CHESS-MEN.

By Francis Douce, Esq.

(*Concluded from page* 352.)

I have not been able to find, after the most diligent search, any other example of this word, nor does it occur in any of the French Glossaries; it is, however, certain, that *Cornua* was used in the middle ages for a mitre, and *Cornutus* for a Bishop, which latter word to modern ears may sound a little ambiguous; but it is to be considered that the celibacy of this dignified character must in those days have done away the possibility of misconstruction. Whether the *Cornu* formed an additional piece in the ancient European Game, or whether the term was synonymous with the *Alfin*, is not quite clear. There is, however, some reason to believe, that the *Alfin*, the *Cornu*, and the *Bishop*, were in fact the same; for in a poem intitled, "*De Vetula*," commonly ascribed to Ovid, but, with more probability, supposed to have been written during the middle ages by a monk named Pamphilus Maurilianus,* there is a description of the game of Chess, wherein the author compares the Chess-men to the planets in the following manner:—

> "Rex est Sol, pedes est Saturnus, Mars quoque miles,
> Regia Virgo Venus, *Alphinus Episcopus* ipse est
> Juppiter, et Roccus discurrens Luna."

In a very old Latin poem upon Chess, printed by Dr. Hyde,† from a manuscript in the Bodleian Library, the piece next the King is termed *Calvus;* and if this denotes a monk with a shaven crown, it is another very early instance of the introduction of priests among the Chess-men.

The Germans call this piece the *Pound*, or the *Runner;* the Russians and Swedes, the *Elephant;* and the Poles, the *Priest*.

Dr. Hyde, in his description of what are usually called Charlemagne's Chess-men, in the treasury of St. Denis,‡ makes it to be an *Archer;* but these men cannot be very ancient, if, as he says, the Pawns carry muskets on their shoulders,—a circumstance rather doubtful from a copy of one of them taken by Mr. Twiss,§ which has not at present this weapon; it is not, however, improbable, that it may have been broken off by frequent

* Fabric. Biblioth. Lat. tom. i. p. 276, and Biblioth. Med. et Infimæ Latinitatis, tom. v. p. 556.

† De Ludis Oriental. p. 179.

‡ De Ludis Oriental. p. 133.

§ Chess, 1789, 8vo, p. 3. The figure of this Pawn was not published with the book.

handling. I endeavoured to ascertain this fact in the year 1791, but the men were not to be found.

The KNIGHT has been always so called upon the French and English Chess Boards. It is probable that he was represented in the earliest times as mounted on his charger; Vida has so described this piece; and hence in modern times it has been simply termed the *Horse*, and so represented. The Spaniards and Italians have adopted both those names, but give it the form of a horse's head. With us it is not only represented as a horse's head, in which case it is usually termed the Horse; but with a slanting top, when it is termed the Knight. Saul, in 1640, describes the Knights as having "heads cutte a slaunte," but I do not think he has hit the mark; it most probably has reference to a square kind of helmet, anciently worn by Knights,* and which would be considered as a very good symbol of Knighthood. These pieces on the European Chess Board denoted the nobility; among Charlemagne's men they have been converted into *Centaurs*. The Germans, from the nature of their motion on the Board, call them *Leapers;* among the Poles and Danes, they are termed *Knights;* and among the Russians, *Horses*.

The origin of our ROOK is certainly to be sought for in the old French term *Roc*, or, as it is sometimes written in ancient manuscript poems, *Ros*. I do not conceive, as some have done, that this French word denoted upon this occasion a *rock* or *fortress*, but that it was immediately borrowed, together with the Spanish and Italian terms, from *Ruc*, the Eastern name of this piece. It is, indeed, difficult to say what the original form of it was on the European Chess Board; the oldest we know of is that represented in Caxton's translation of Jacobus de Cessolis: it is likewise to be found under the same shape in books of heraldry, under the name of Chess-Rook.†

Dr. Hyde thinks that its forked head is expressive of the two hunches upon the back of the *Dromedary*, under which figure it occurs upon the Eastern Chess Board; and he has given representations of the Turkish Chess-men, in which this piece exactly resembles that of Caxton;‡ but a difficulty arises in ascertaining whether the most ancient Eastern *Ruc* was represented as a Dromedary,—which must be proved before Dr. Hyde's opinion can be adopted. Mons. D'Herbelot informs us that *Rokh* in the Persian language signifies a valiant hero seeking after military adventures, in which character he says it was introduced into the game of Chess.§ Every body knows what has been related in that admirable collection of stories, the "Arabian Nights' Entertainments," of a wonderful bird called the *Roc*, whose immense size is said to darken the

* See a representation of such a helmet in Grose's Treatise on Antient Armour and Weapons, Plate IX. Nos. 6, 10, 11.

† See Gwillim's Display of Heraldrie, 1632, folio, p. 321.

‡ De Ludis Oriental. pp. 79, 133.

§ Bibliothèque Orientale, fol. 1697, p. 718.

sun. An account of this fictitious bird is also given by Marco Paolo, the Venetian traveller of the thirteenth century;* but it is needless to prosecute this inquiry any further, after Sir William Jones has informed us, that the Rook is to be deduced from *Rot'h* of the old Hindoo game of Chess, which was an armed chariot; this, he says, the Persians changed into *Rokh*,—of which word he adds, "the etymology has in vain been sought for."†

I conceive that our term *Castle*, as applied to this piece, is of very modern date, and that, with the French *Tour*, it originated from its shape. It is so represented in the early Italian dissertations on the Game, although uniformly called *il Roccho*. Some careless writers, confounding this term, which is evidently from the same source as the old French *Roc*, with *Rocca*, a *fortress*, have increased the mistake by tracing a supposed connexion between a *castle* and a *fortress*, which has given rise to a multitude of conjectures. It is probable, that the European form of the Castle was copied in part from some ancient Indian piece with the *Elephant and Castle* on his back. It is thus described by Vida; and whilst the French, Spaniards, English, and Italians have retained the *tower* only, the Danes and Germans have adopted the *elephant* without the *castle*, by the former of which names it is also called by them. In the reign of Charles I., Saul informs us, that the Rook was represented with a round buttoned cap on its head: he stupidly derives the term from the Latin *Rus*; "which Rookes," says he, "standing for the yeomanry, resemble a good farmer, or a plain (though rich) freeholder." From such a specimen, it is presumed, that no more quotations from this writer will be wished for.

By the Poles, this piece is also termed the *Rook*; the Prussians make it a *boat*, or rather its *keel*. Dr. Hyde supposes this to be from the length or velocity of its motion,‡ which, he says, in the Eastern Chess Board, originated from the manner in which the dromedary travels. The Swedes, according to the same author, call it the *Leaper*, and have made it change places with the Bishop. Among Charlemagne's pieces, it is termed the *Elephant*.

It remains only to notice the PAWNS. These appear to have been always so called among ourselves; and by the French, in the middle ages, *Paon*, *Paounet*, *Paonnez*, *Paonniers*, *Poons*, *Poonnes*, and *Pionnes*.§ Dr. Hyde, who does not seem to be acquainted with this more ancient French term, derives our Pawn from the Spanish *Peon*, or French *Pion*, which he thinks a contraction of *Espion*, a *spy*, or *Peton*, a *footman*; in

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* Paulus Venetus de Regionibus Orientalibus. Brandenburg, 1671, 4to. Lib. iii. cap. 40.

† Asiatic Researches, p. 161.

‡ De Ludis Oriental. p. 78.

§ In the Romance of the Rose, they are called "Garçons."

which he is evidently mistaken.* They are all, probably, from *Pedonnes*, a barbarous Latin term for *foot-soldiers*, which, in this game, were represented by the Pawns. By the Italians they are called *Pedone*; by the Spaniards, *Peones*. The Russians and Poles make them also *foot-soldiers*. The Germans, Danes, and Swedes have converted them into peasants.

Much confusion has arisen from the arbitrary changes of the names as well as forms of the Chess-men by different nations. Some have retained the forms, whilst they have altered the names; and others the names, after having changed the forms. Thus it has happened with cards; we retain the Spanish terms of Clubs and Spades, whilst we have adopted the French suits.

The writers of the middle ages, in speaking of the Chess-men, universally style them *Familiæ*. Ducange cites a proclamation issued at Paris, in 1320, with these words: "Item unum scacarium de jaspide et calsidonio cum *familia*."† In Pope Innocent's "*Moralitas de Scacario*," the same term occurs;‡ and in the wardrobe account of Edward I., printed by the SOCIETY OF ANTIQUARIES, are the following articles:—"Una *familia* pro scaccario de jaspide et cristallo, in uno coffro." "Una *familia* de ebore pro ludendo ad scaccarium."§ The men were generally white and black, and sometimes red and black.

I do not think that any information, beyond the names of the Chess-men, is to be collected from Jacobus de Cessolis, or his translator Caxton. The work has little or nothing relating to the Game itself, but is a dull moralization, or rather an allegory, of human affairs, assimilated in a very clumsy manner to the game of Chess; and, therefore, the description of the men is not to be considered as real. It was the fashion, in those times, to moralize everything: thus, we have a moralization of that licentious poem, "The Romance of the Rose;" and, to the Tales in the *Gesta Romanorum*, of which Mr. Warton has given a correct analysis in his "History of English Poetry," moralizations are likewise added.

I shall conclude with a wish, that the foregoing observations may be in any degree serviceable or acceptable to those who may interest themselves in the most excellent Game that the wit of man has yet devised. The subject is certainly difficult, and I am not without apprehension that future researches may convict me of many errors. To have drawn forth such a conviction, may, nevertheless, have its use; and it should be remembered, that in speculative inquiries like the present, the truth is seldom attained until many visionary systems have been destroyed.

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* De Ludis Oriental. p. 79.

† Glossarium Med. et Infimæ Latinitatis, tom. vi. p. 169.

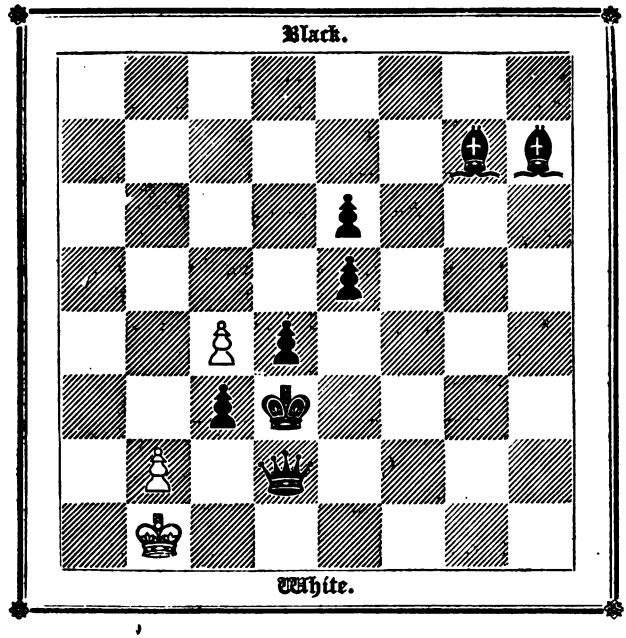
‡ Chess, 1789, vol. ii. p. 4.

§ Ibid. pp. 350, 351.

PROBLEM, No. 44.

By J——— B———, Temple.

Black engages to give Mate in eight moves, *without moving any thing but his King.*



GAME CXX.

Between Mr. ST———N and one of the best Metropolitan Players.

Black. (Mr. —.)	*White.* (Mr. S.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. P. two
4. P. takes Q. P.	4. K. Kt. to B. third
5. Q. to K. B. third	5. K. B. to Q. third
6. K. R. P. one	6. Castles
7. Q. B. P. one	7. Q. B. P. one
8. P. takes P.	8. Q. Kt. takes P.
9. Q. P. two	9. K. Kt. to K. fifth
10. Q. B. takes P.	10. Q. to K. R. fifth (check)
11. K. Kt. P. one	11. Kt. takes K. Kt. P.
12. Q. B. takes K. B.	12. Kt. takes R. (discov. check)

Black. (Mr. —.)	*White.* (Mr. S.)
13. K. to his B. square	13. Q. B. to K. third (*a*)
14. K. B. to Q. third (*b*)	14. K. R. to Q. square
15. Q. B. to K. R. second	15. B. to Q. fourth
16. Q. to K. B. fourth	16. Q. to K. R. fourth
17. Q. Kt. to Q. second	17. Q. Kt. to K. second
18. Q. B. P. one	18. Q. Kt. to K. Kt. third
19. Q. to K. Kt. fourth (*c*)	19. Q. to K. R. third
20. Q. R. to Q. square	20. Q. to K. sixth (*d*)
21. Q. to K. B. fifth	21. B. to K. Kt. seventh (check)
22. K. takes B.	22. Kt. to K. R. fifth (check)

BLACK RESIGNED.

Notes to Game CXX.

(*a*) Well played.

(*b*) The student of Chess, upon examining the position, will see that Black could not with advantage take either the Rook or the Bishop.

(*c*) Black would have played injudiciously had he taken the Kt. with his K.'s Bishop.

(*d*) Threatening checkmate.

GAME CXXI.

By the same Antagonists.

White. (Mr. S.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. K. Kt. to B. third
4. K. B. P. two	4. Q. to K. second
5. K. Kt. to B. third	5. K. P. takes P.
6. Q. P. two	6. B. to Q. Kt. third
7. K. P. one	7. K. Kt. to R. fourth
8. Q. Kt. to B. third	8. Q. B. P. one
9. Q. Kt. to K. fourth	9. Castles
10. Q. Kt. to Q. sixth	10. K. B. checks
11. Q. B. P. one	11. Q. Kt. P. two
12. B. to Q. Kt. third	12. Q. B. to Q. R. third
13. Q. to K. fourth	13. Q. Kt. P. one
14. Q. Kt. to K. B. fifth	14. Q. to her square
15. Q. B. P. one	15. Q. P. two
16. Q. B. P. takes P.	16. K. R. to K. square
17. P. to Q. sixth	17. K. Kt. P. one
18. Kt. to R. sixth (check)	18. K. to Kt. second
19. Kt. takes K. B P.	19. Q. to her Kt. third

White. (Mr. S.)	*Black.* (Mr. —.)
. B. takes P.	20. Kt. takes B.
. takes Kt.	21. Q. Kt. to Q. second
. to K. R. sixth (check)	

BLACK RESIGNED. (*a*)

Note to Game CXXI.

(*a*) This game is not well played by the second player.

GAME CXXII.

l at Goode's Chess Rooms, between Mr. ST———N and one of the finest Metropolitan Players.

White. (Mr. S.)	*Black.* (Mr. —.)
. P. two	1. K. P. two
. Kt. to B. third	2. Q. Kt. to B. third
. P. two	3. P. takes P.
. B. to Q. B. fourth	4. K. Kt. to B. third
. B. to K. Kt. fifth	5. K. R. P. one
. takes Kt.	6. Q. takes B.
astles	7. K. B. to Q. B. fourth
. B. P. one	8. P. to Q. sixth
. P. one	9. Q. to K. B. fifth
. takes P.	10. Castles
. Kt. P. two	11. B. to Q. Kt. third
. R. P. two	12. Q. R. P. two
. Kt. P. one	13. Q. to K. Kt. fifth
. Kt. P. one	14. Kt. to K. second
. Kt. to Q. second	15. Kt. to K. Kt. third
. to R. square	16. Q. P. two
takes Q. P.	17. Q. B. to K. third
takes Q. Kt. P.	18. Q. R. to Q. square
. to K. fourth	19. Q. to K. R. fourth
. to K. second	20. Q. B. to K. Kt. fifth
. R. to Q. square	21. K. R. to K. square
. Kt. to Q. B. fourth	22. Q. R. takes R.
takes R.	23. Kt. takes K. P.
. Kt. takes Kt.	24. R. takes Kt.
. to her third (*a*)	25. R. to K. B. fourth
. to K. R. fourth	26. R. takes K. B. P.
. to Q. eighth (check)	27. K. to R. second
to K. fourth (check)	28. K. B. P. two
to Q. fifth	29. Q. B. to K. B. sixth (check)
. takes B.	30. R. takes K. R. P. (check)
. takes R.	31. Q. takes R. (check)

White. (Mr. S.)	*Black.* (Mr. —.)
32. K. to Kt. second	32. Q. to K. seventh (check)
33. K. to R. third	33. Q. to K. R. fourth (check)
34. Q. interposes	

WHITE WINS.

Note to Game CXXII.

(*a*) The young player, by examining the position, will soon see that White could not take the Rook without losing his Queen.

GAME CXXIII.

Between the same Opponents.

Black. (Mr. —.)	*White.* (Mr. S.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. P. two
4. P. takes P.	4. Kt. to K. B. third
5. Q. to K. B. third	5. K. B. to Q. third
6. Q. Kt. to B. third	6. Q. B. to K. Kt. fifth
7. Q. to K. B. second	7. Q. B. P. one
8. P. takes P.	8. Kt. takes P.
9. K. Kt. to B. third	9. Castles
10. Castles	10. Q. B. takes Kt.
11. Q. takes B.	11. B. to Q. B. fourth (check)
12. K. to R. square	12. Q. Kt. to K. fourth (*a*)
13. Q. to K. second	13. K. Kt. to K. Kt. fifth (*b*)
14. Kt. to K. fourth	14. Q. to K. R. fifth
15. K. R. P. one	15. B. to Q. Kt. third
16. R. takes P.	16. Kt. to K. B. seventh (check)
17. R. takes Kt.	17. B. takes R. (*c*)
18. Q. P. one (*d*)	18. Q. to her square (*e*)
19. Q. takes B.	19. Kt. takes B.
20. P. takes Kt.	20. Q. to her eighth (check)
21. K. to R. second	21. K. B. P. two
22. Kt. to Q. B. third	22. Q. to K. R. fourth
23. B. to K. B. fourth	23. K. Kt. P. two
24. B. to Q. sixth	24. R. to B. third
25. P. to Q. B. fifth	25. K. Kt. P. one
26. Kt. to Q. fifth	26. R. to K. R. third
27. Kt. to K. seventh (check)	

BLACK WINS.

Notes to Game CXXIII.

(*a*) Q.'s Kt. to Q.'s fifth would perhaps have been better play.

(*b*) We should have preferred moving the Q. to her fifth square.

(c) This part of the game is far from well played by the second player.

(d) A good move.

(e) Had White attempted to save the Bishop, he must have lost his Queen.

GAME CXXIV.

Between Mr. C———E and Mr. ST———N.

White. (Mr. C.)	*Black.* (Mr. S.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Q. Kt. P. takes P.	6. K. B. to Q. R. fourth
7. K. P. one (*a*)	7. K. R. P. one (*b*)
8. Q. to her Kt. third	8. Q. to K. second
9. Q. B. to R. third	9. Q. P. one
10. Castles	10. Q. Kt. takes P.
11. Kt. takes Kt.	11. Q. takes Kt.
12. B. takes K. B. P. (check)	12. K. to his B. square
13. Q. B. to Q. Kt. second	13. Q. to K. B. third
14. K. B. to Q. B. fourth	14. K. B. to Q. Kt. third
15. Q. Kt. to Q. second	15. Q. B. to K. B. fourth
16. Q. R. to K. square	16. Kt. to K. second
17. Kt. to K. fourth	17. Q. to K. Kt. third
18. Kt. to K. Kt. third	18. Q. B. to Q. B. seventh
19. Q. to her Kt. fourth	19. Q. B. P. one
20. Q. to K. R. fourth	20. Q. takes Q.
21. Kt. takes Q.	21. Q. P. one
22. K. B. to K. second	22. K. to his B. second
23. K. B. to K. Kt. fourth	23. Q. B. to Q. sixth
24. B. to K. second	24. B. takes B.
25. R. takes B.	25. K. R. to K. square
26. K. R. to K. square	26. K. Kt. P. two
27. R. to K. sixth	27. Kt. to K. Kt. square
28. R. takes R.	28. R. takes R.
29. R. takes R.	29. K. takes R.
30. K. Kt. P. two	30. K. to his B. second
31. K. to Kt. second	31. Kt. to K. B. third
32. Kt. takes Kt.	32. K. takes Kt.
33. K. to his B. third	33. K. to his fourth
34. K. R. P. two	34. P. takes P.
35. B. to Q. B. square	35. B. to Q. R. fourth (*c*)
36. B. takes K. R. P.	36. K. to his third
37. B. to K. Kt. seventh	37. B. to Q. B. second
38. B. to Q. fourth	38. Q. R. P. two

AFTER A FEW MORE MOVES, WHITE RESIGNED.

Notes to Game CXXIV.

(*a*) This is an ingenious variation on the customary mode of carrying on the attack.

(*b*) We believe that Queen's Pawn advanced one square, in this position, would relieve Black from his embarrassment.

(*c*) A lost move; because to have taken the Pawn, next move, would have cost the Bishop.

GAME CXXV.

Between Messrs. C———E and P———T.

Black. (Mr. P.)	*White.* (Mr. C.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second
5. Castles	5. Q. P. one
6. Q. P. two	6. K. B. to Q. Kt. third
7. Q. to Q. B. second	7. B. to K. Kt. fifth
8. B. to K. Kt. fifth	8. K. Kt. to B. third
9. Q. P. one	9. Q. Kt. to Q. square
10. Q. Kt. to Q. second	10. K. R. P. one
11. B. to K. R. fourth	11. K. Kt. P. two
12. B. to K. Kt. third	12. Castles
13. K. R. P. two	13. K. Kt. to K. R. fourth
14. K. to R. second	14. K. to his Kt. second
15. Q. R. P. two	15. Q. R. P. one
16. Q. Kt. P. two	16. K. B. P. one
17. K. Kt. to Kt. square	17. K. B. P. one
18. K. B. P. one	18. K. Kt. takes B.
19. K. takes Kt.	19. B. to K. R. fourth
20. K. P. takes K. B. P.	20. Kt. P. takes K. R. P. (check)
21. K. to R. second	21. Q. to K. Kt. fourth
22. B. to Q. third	22. K. to R. square
23. K. Kt. to R. third	23. Q. to Kt. second
24. Q. R. to K. square	24. Q. B. P. one
25. Q. B. P. one	25. P. takes P.
26. P. takes P.	26. Kt. to K. B. second
27. Q. Kt. to K. fourth	27. Kt. to Kt. fourth
28. K. Kt. takes Kt.	28. P. takes Kt.
29. P. to K. B. sixth	29. R. takes P.
30. Kt. takes R.	30. Q. takes Kt.
31. Q. to K. second	31. Q. checks
32. K. to R. square	32. R. to K. B. square
33. Q. to K. fourth	33. Q. to K. B. second

Black. (Mr. P.)	*White.* (Mr. C.)
34. K. to R. second	34. Q. to K. Kt. second
35. K. Kt. P. one	35. P. takes P. (check)
36. K. takes P.	36. R. to K. B. fifth
37. K. R. to K. R. square	37. R. takes Q.
38. R. takes B. (check)	38. K. to Kt. square
39. Q. R. takes R.	39. Q. to B. third
40. Q. R. to Q. B. fourth	40. B. to Q. square
41. K. R. takes K. Kt. P. (check)	41. Q. takes R. (check)
42. R. to K. Kt. fourth	42. K. to Kt. second
43. B. to K. B. fifth	

DRAWN GAME.

GAME CXXVI.

Played between Dr. BLEDOW and M. M—T, of the Berlin Chess Club.

White. (Dr. B—.)	*Black.* (M. M—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. Q. to K. B. third
8. Q. B. to K. Kt. fifth	8. Q. to K. Kt. third
9. Q. P. takes P.	9. K. R. P. one
10. Q. B. to K. R. fourth	10. Q. takes K. P.
11. B. to Q. third	11. Q. to her fourth
12. Q. Kt. to R. third	12. K. Kt. P. two
13. B. to K. Kt. third	13. K. Kt. to K. second
14. Q. to her B. second	14. Q. Kt. to Q. R. fourth
15. Q. R. to Q. square	15. Q. to her B. fourth
16. Q. Kt. to Kt. fifth	16. Q. R. P. one
17. Q. Kt. to Q. fourth	17. K. Kt. to Q. fourth
18. K. B. to K. Kt. sixth	18. K. B. P. takes B.
19. Q. takes P. (check)	19. K. to Q. square
20. K. P. one	20. Q. to K. second
21. K. Kt. to K. fifth	21. R. to K. B. square
22. K. Kt. to K. B. seventh (ch.)	22. R. takes Kt.
23. P. takes R.	23. Q. to K. B. square
24. K. R. to K. square	24. Kt. to K. second
25. Kt. to K. sixth (CHECKMATE).	

GAME CXXVII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 22nd.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. Q. P. two	6. Q. P. one
7. Q. Kt. to Q. fifth	7. K. to Q. square
8. K. B. to K. second	8. Q. Kt. to B. third
9. K. P. one	9. K. Kt. to K. second
10. Q. Kt. to B. third	10. K. Kt. to K. B. fourth
11. K. Kt. to B. third	11. Q. to K. R. third
12. Q. Kt. to K. fourth	12. K. B. P. one
13. K. P. takes K. B. P.	13. K. B. takes P.
14. K. Kt. P. two (*a*)	14. K. Kt. takes Q. P.
15. K. to Kt. second	15. Q. B. takes K. Kt. P.
16. K. R. P. two	16. Q. B. takes Kt. (check)
17. B. takes B.	17. Kt. takes B.
18. Q. takes Kt.	18. Kt. to K. fourth
19. Q. to her Kt. third	19. Q. to K. Kt. third
20. Q. takes Q. Kt. P.	20. Q. R. to Q. B. square
21. Q. B. to Q. second	21. Kt. P. takes R. P. (discov. check with Q.)
22. K. to his B. square	22. K. R. to Kt. square
23. Kt. takes Q. P. (*b*)	23. P. takes Kt.
24. B. to Q. R. fifth (check)	24. K. to his square
25. Q. takes R. (check)	25. K. to his B. second
26. Q. to Q. Kt. seventh (check)	26. B. to K. second
27. Q. to Q. fifth (check)	27. K. to B. square
28. Q. R. to Q. square	28. K. B. P. one
29. Q. R. to Q. second	29. K. R. P. one (*c*)
30. Q. to her R. eighth (check)	30. K. to B. second
31. Q. to her fifth (check)	31. K. to B. square
32. Q. to R. eighth (check)	32. K. to Kt. second
33. Q. takes Q. R. P.	33. Q. to K. Kt. seventh (check) (*d*)
34. R. takes Q.	34. K. B. P. takes R. (check)
35. K. to Kt. square	35. Kt. to K. B. sixth (check)
36. K. to B. second	36. P. takes R. (becoming a Q.)
37. Q. takes B. (check)	37. K. to R. third
38. Q. takes Q. P. (check)	38. K. to R. fourth
39. Q. to Q. fifth (check)	39. R. to Kt. fourth
40. Q. to K. B. seventh (check)	40. K. to Kt. fifth

Black. (Mr. M'D.)	*White.* (M. De la B.)
41. Q. to Q. B. fourth (check)	41. Kt. to Q. fifth (*e*)
42. Q. takes Kt. (check)	42. K. to R. fourth
43. B. to Q. Kt. sixth	43. Q. to R. seventh (check)
44. K. to his square	44. R. to K. fourth (check)
45. K. to Q. square	45. Q. to K. seventh (check)
46. K. to Q. B. square	46. Q. to K. eighth (check)
47. Q. interposes (check)	47. Q. takes Q. (check)
48. K. takes Q.	48. P. to K. R. seventh

BLACK ABANDONED THE GAME.

Notes to Game CXXVII.

(*a*) This a very exceptionable move. Indeed, the play of Black throughout the game is little entitled to praise. His attack is premature and ill-sustained; and when by his more vigorous opponent he is driven to defence, his movements are remarkable only for their timidity and want of purpose.

(*b*) A good move. The sole redeeming point in Black's play during the contest.

(*c*) The spirit and judgment with which this assault is conducted by the second player are well deserving commendation.

(*d*) Finely played.

(*e*) An unlooked for, but a masterly mode of escaping "perpetual check."

MODEL GAMES.

We commence our series with some examples of Games, wherein one party gives the odds of the Queen's Rook.

GAME I.

Between Mr. M'Donnell and Mr. R———; the former giving his Q.'s Rook.

(*Black's Q.'s Rook must be taken from the board.*)

Black. (Mr. M'D.)	*White.* (Mr. R—.)
1. K. P. two (*a*)	1. K. P. two
2. K. B. P. two	2. P. takes P. (*b*)
3. K. Kt. to B. third	3. Q. P. one (*c*)
4. Q. P. two	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. Q. B. to K. Kt. fifth
6. K. B. to Q. B. fourth	6. Q. B. takes Kt. (*d*)
7. Q. takes B.	7. Q. B. P. one
8. Castles	8. K. B. to K. second
9. K. P. one	9. P. takes K. P.
10. P. takes P.	10. Q. to her fifth (check)
11. K. to R. square	11. Q. takes K. B.
12. P. takes Kt.	12. B. takes P.

Black. (Mr. M'D.)	*White.* (Mr. R—.)
13. R. to K. square (check)	13. K. to Q. second (*e*)
14. Q. to K. Kt. fourth (check)	14. K. to Q. square
15. R. to Q. square (check)	15. B. to Q. fifth
16. Q. B. takes P. (*f*)	16. Q. Kt. to R. third (*g*)
17. Kt. to K. second	17. Q. to K. third
18. Q. takes Q.	18. K. B. P. takes Q.
19. Kt. takes B.	19. K. P. one
20. B. to K. Kt. fifth (check) (*h*)	20. K. to his square
21. Kt. to K. B. fifth	21. Kt. to Q. B. fourth
22. Kt. to Q. sixth (check)	22. K. to his B. square
23. R. to K. B. square (check)	23. K. to Kt. square (*i*)
24. B. to K. seventh	24. K. R. P. two
25. Kt. to K. B. seventh	25. Kt. to K. third
26. Kt. takes R.	26. K. takes Kt.
27. R. to K. B. fifth	27. R. to K. square
28. R. takes K. R. P. (check)	28. K. to Kt. square
29. B. to Q. Kt. fourth	29. Kt. to K. B. fifth
30. R. to K. Kt. fifth	30. Kt. to Q. fourth
31. B. to Q. second	31. K. P. one
32. K. to Kt. square	32. K. P. one
33. B. to K. square	33. R. to K. third
34. R. to K. B. fifth	34. R. to K. fifth
35. K. Kt. P. one	35. K. P. one
36. K. to B. second	36. Kt. to K. sixth (*k*)
37. K. to B. third	37. R. to K. third
38. R. to Q. B. fifth	38. Kt. to Q. fourth
39. Q. B. P. two	39. Kt. to K. B. third
40. R. to Q. R. fifth	40. Q. R. P. one
41. R. to Q. R. third	41. Q. Kt. P. two
42. P. takes P.	42. Q. B. P. takes P.
43. R. to K. third	43. R. takes R. (check)
44. K. takes R.	44. Kt. to Kt. fifth (check)
45. K. takes P.	45. Kt. takes K. R. P.
46. K. to Q. third	46. K. to B. second
47. K. to K. fourth	47. K. to K. third
48. B. to Q. B. third	48. K. Kt. P. one
49. K. to K. B. fourth	49. Kt. to K. B. eighth
50. K. Kt. P. one	50. K. to B. second
51. Q. Kt. P. one	51. K. to K. third
52. B. to Q. fourth (*l*)	52. Kt. to R. seventh
53. B. to K. third	53. Kt. to B. eighth
54. B. to Q. B. square (*m*)	

BLACK WINS.

Notes to Model Game I.

(*a*) The player who gives the odds of a capital piece, is usually permitted the advantage of moving first in each game: upon the expediency

of this arrangement we shall have occasion to expatiate some other time.

(*b*) We strenuously recommend young players to "accept" the Gambit, or other opening, which the player giving a Rook may commence with. In nine cases out of ten, the second player, by attempting to evade a particular attack, obtains an involved and embarrassing position, more dangerous, and *far less improving*, than if he had persevered in the ordinary line of defence.

(*c*) In this opening, which is called the K. Kt.'s Gambit, the best move at the present stage is K. Kt.'s P. two squares.

(*d*) When such large odds as a Rook are given, it is advisable for the second player to exchange pieces of equal value as frequently as it can be done with safety. It is especially desirable for him to exchange *Queens* early in the game; and get rid of his adversary's *Knights*, because their eccentric movements are commonly productive of embarrassment and discomfiture to the inexperienced Chess player.

(*e*) The player who receives the odds of a Rook, will generally find his advantage in *Castling* early in the contest.

(*f*) It appears here, that Black might easily have gained a piece by taking the K. Kt.'s P. with his Queen, attacking both the K.'s Rook and the Bishop at Q.'s fifth. A little examination, however, will show that this apparently good move would have been a very disastrous one for the first player; *ex. gr.*

Q. takes K. Kt. P.	Q. to K. B. eighth (check)
R. takes Q.	B. takes Q.

White, having *effected an exchange of Queens, while still possessing the advantage of the Rook given at the beginning of the game, should win without much difficulty.*

(*g*) This is not well played. R. to K.'s square, or Kt. to Q.'s second, would have been better.

(*h*) Black plays thus, in preference to taking the K.'s Pawn with his B. or Q. B.'s P. with the Kt. (giving double check), that he may prevent the adverse Rooks coming into the field.

(*i*) The most prominent defect observable in the game of a young player is, that his pieces are not brought into co-operation speedily. In the present instance, White's two Rooks are unmoved, and he is left with one Knight to contend against a Rook, a Bishop and a Knight!

(*k*) Had White bestowed one half the care upon the opening of the game, which he exhibits in this part of it, the result would doubtless have been different.

(*l*) Black's object at this period was to prevent the Knight escaping; this the Editor of Mr. M'Donald's games seems to have overlooked, as he remarks at the conclusion of the game, "with good play the game ought to be drawn!"

(*m*) It is clear now that the Knight has no escape, and must be won immediately. The latter part of the game is well played by Black.

PROBLEMS FOR YOUNG PLAYERS.

No. 35.

Termination of a Game between two Amateurs.

White.	*Black.*
K. at his Kt.'s second	K. at his R.'s fifth
R. at K.'s sixth	R. at K. R.'s square
Kt. at K. Kt.'s third	B. at K. B.'s square
Pawns at K. R.'s third, Q. B.'s third, Q. Kt.'s second, and Q. R.'s second	Pawns at K. R.'s third, K. Kt.'s fifth, Q. B.'s fourth, and Q. R.'s third

White, having to play, gave mate in five moves.

No. 36.

By R. A. B., of Leeds.

White.	*Black.*
K. at K. R.'s second	K. at his R.'s fifth
Q. at K. B.'s seventh	Pawns at K. R.'s third, K. Kt.'s fourth, and K. Kt.'s fifth.
P. at K. R.'s fifth	

White to move; and, without taking any of the adverse Pawns, to mate in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 33.

White.	*Black.*
1. B. to K. R.'s sixth (check)	1. K. takes B.
2. Kt. takes K. B.'s P. (check)	2. K. to his Kt.'s fourth
3. K. R.'s P. two (check)	3. K. takes Kt., or moves to Kt.'s fifth
4. Kt. to K.'s third (MATE.)	

No. 34.

White.	*Black.*
1. K. to his sixth	1. P. takes P.
2. K. B. to Q. B.'s second	2. K. to R.'s second
3. K. to Q.'s seventh	3. K. to R.'s square
4. K. to Q. B.'s seventh	4. K. to R.'s second
5. Q. B. to K. B.'s second	5. K. to R.'s square
6. K. B. to Q.'s fourth (check)	6. K. to R.'s second
7. Q. B. to Q. B.'s fifth	7. P. takes Q. B.

White.	*Black.*
8. B. to Q. Kt.'s seventh	8. P. one
9. K. to Q. B.'s sixth	9. P. one, or K. to Q. Kt.'s sq.
10. Q. Kt.'s P. one, and Q. R.'s P. mates next move.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 27.

AUTHOR UNKNOWN.

White.	*Black.*
K. at his R.'s third	K. at his R.'s third
Q. at K. B.'s third	Q. at K.'s eighth
R. at Q. B.'s fifth	R. at K. R.'s square
Kt. at K.'s fourth	R. at K. Kt.'s second
Pawns at K. Kt.'s second and K. B.'s fourth	Kt. at K. Kt.'s third
	Kt. at K. B.'s third
	Pawn at K. R.'s fourth

White to win in five moves.

No. 28.

By ERCOLE DEL RIO.

White.	*Black.*
K. at his R.'s square	K. at his R.'s square
Q. at Q. B.'s fourth	Q. at K. Kt.'s fifth
R. at Q. B.'s square	R. at K. B.'s square
Kt. at Q.'s sixth	R. at Q. B.'s square
Kt. at Q. B.'s sixth	Pawns at K. R.'s second, K. Kt.'s second, and K. B.'s fourth
Pawns at K. R.'s second, and K. Kt.'s second	

White to win in five moves.

No. 29.

By the same Author.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
Q. at K.'s sixth	R. at Q.'s square
R. at Q. Kt.'s seventh	R. at Q. Kt.'s square
Kt. at K. B.'s third	Kt. at Q. B.'s sixth
Pawn at Q. R.'s second	Pawns at K. R.'s second, K. Kt.'s second, K. B.'s fifth, Q.'s fifth, and Q. R.'s second

White to win in five moves.

No. 30.

By the Rev. H. BOLTON.

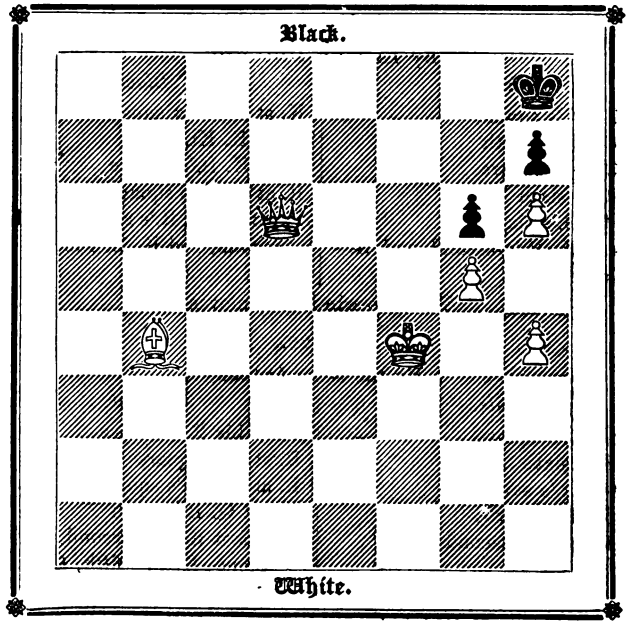
White.	*Black.*
K. at his R.'s third	K. at his square
Q. at her R.'s fourth	Q. at her seventh
R. at Q. Kt.'s fifth	R. at Q. Kt.'s second
B. at K. R.'s fourth	R. at Q. R.'s seventh
B. at K. R.'s fifth	B. at Q. B.'s second
Kt. at Q. B.'s fifth	Kt. at K. R.'s second
Pawns at K. R.'s sixth, K. Kt.'s second, K. B.'s third, and K.'s fourth	Pawns at K. Kt.'s third, K. B.'s fourth, and K.'s second

White to win in six moves.

PROBLEM, No. 45.

Masterly Stratagem, by J——— B———, Temple.

White, having to play, undertakes to mate *with his K. Kt.'s Pawn, in ten moves, without taking either of the adversary's Pawns.*



NOTICES TO CORRESPONDENTS.

CHESS.

"F. F."—will oblige us by sending the promised "Studies in Polish Draughts."

"J. B., BRIGHTON."—The attempt to solve the Problem, No. 5, p. 65, in five instead of seven moves, is not correct, as "J. B." will see on again examining it. He is equally unsuccessful in his proposed solution of Problem, No. 10, for Young Players. The advance of White's P. two squares *does not* give mate. In Problem for Young Players, No. 7, White's Rook, instead of being on K. B.'s third square, must be placed at K. Kt.'s third, and the game is drawn. The Problem mentioned as given at page 89, will be found in Number XXI. p. 329, of this publication, to be solved in *six* moves.

"C. R. L., NEW SQUARE, LINCOLN'S INN,"—is right respecting the first Problem. In No. 5, the mate may be effected in the given number of moves. The termination of the game between two Amateurs is cleverly played, and we have given it a place among our Problems in the present Number.

We are requested by Dr. Bledow, of the Berlin Chess Club, to state that the ingenious Problem, which appears at page 241 of our "Chronicle," is the invention of Dr. Göpel.

"W. N."—In the position received, the game is drawn, whichever player moves first. Both solutions are correct.

"H. T. G."—We are in daily expectation of receiving some additional specimens of Russian Chess Play. The pamphlet on the Knight we have already seen; but are obliged by the politeness of our Correspondent's offer.

"D. P."—We cannot undertake to procure the Chess work mentioned; it may be obtained of Mr. Goode, at his Chess Rooms on Ludgate Hill.

"A YOUNG STUDENT, RUSSELL INSTITUTION."—The case of our Correspondent has been that of nine tenths of the votaries to our fascinating pastime. The best advice we can offer is this—Rigidly abstain from the practice of Chess-play, except at stated and convenient opportunities, and on no consideration permit it longer to exercise an influence prejudicial to more serious and important duties. Chess is unquestionably the finest game known; but still it is *only a game;* and one can entertain but a sorry opinion of his intellect, who makes it, or any other amusement, the *business* of his existence. We have not space to answer his inquiries concerning the Parisian players this week.

"A SUBSCRIBER"—sends us some particulars relating to the Match of Chess recently playing between the Clubs of Yarmouth and Beccles,

which it appears has terminated in an abrupt and unexpected manner. We must refrain, however, from making any observations on the subject, until we have heard both sides.

"P. P." and "G. R. D."—can easily satisfy themselves and friends touching the "mooted questions in the Chess Laws," by addressing a line to the Honorary Secretary of "The London Chess Club."

"A. Z."—The discreditable attempt of the self-elected Treasurer to deprive Mr. Ries of the advantages he looked for from his enterprising engagement with De la Bourdonnais should have been made public at the time.

"E. W., BRISTOL."—Thanks for the very acceptable packet. The game between Messrs. W. and S——— shall appear as desired.

"C. H. S., ESSEX STREET."—The game received is very well played, and shall have an early place in our "Chronicle." We shall be obliged if our Correspondent will send any future Chess contribution with which he may favour us, directed to the Editor, care of Mr. Hastings, Publisher, Carey Street.

TO THE SECRETARIES AND HEADS OF CHESS CLUBS.

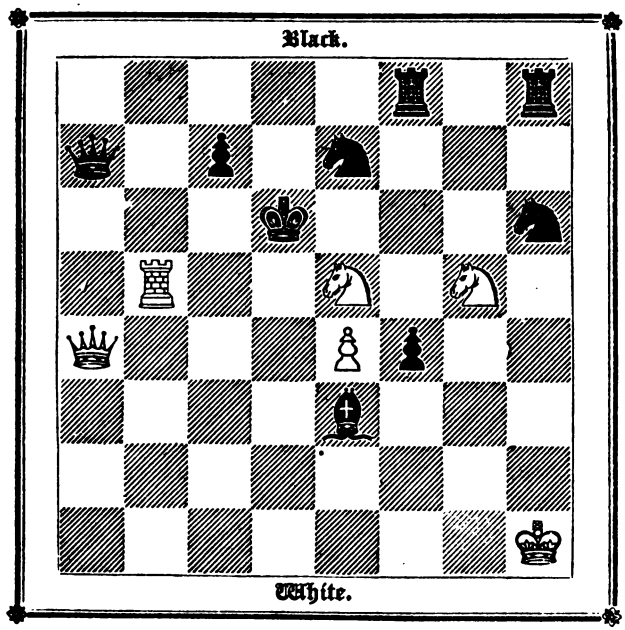
AN eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may, therefore, reasonably calculate on some assistance from the class peculiarly concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these Gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired that is remarkable, instructive and entertaining.

We have particularly to request that the Secretaries of the various Chess Clubs throughout England will furnish us with a List of their several Clubs, and an account of any Matches in which they may be engaged; as we propose keeping a correct register of all Matches played in future.

PROBLEM, No. 46.*

By M. D'ORVILLE.

White to play, and give Mate in five Moves.



GAME CXXVIII.

Played between two strong Players.

White. (Mr. C. S—.)	*Black.* (Mr. F—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. R. P. two	4. K. Kt. P. one
5. Kt. to K. fifth	5. K. R. P. two
6. K. B. to Q. B. fourth	6. K. R. to its second
7. K. B. takes K. B. P. (check)	7. R. takes B.
8. Kt. takes R.	8. K. takes Kt.
9. Q. P. two	9. K. B. to R. third
10. Q. B. takes P.	10. B. takes B.
11. Castles	11. Q. takes K. R. P.
12. R. takes B. (check)	12. K. to Kt. second
13. Q. Kt. to B. third	13. Q. to Kt. fourth

* *This and the following Problem were originally published in Paris.*

White. (Mr. C. S—.)	*Black.* (Mr. F—.)
14. Q. to her second	14. Q. to Kt. third
15. Q. P. one	15. Q. P. one
16. Q. to her fourth (check)	16. Kt. to K. B. third
17. Q. R. to K. B. square	17. Q. Kt. to Q. second
18. Q. Kt. to his fifth	18. Q. R. P. one
19. Kt. takes Q. B. P.	19. R. to Q. Kt. square
20. R. takes K. Kt.	20. Kt. takes R.
21. R. takes Kt.	21. Q. takes R.
22. Kt. to K. eighth (check)	

BLACK RESIGNED. (*a*)

Note to Game CXXVIII.

(*a*) The attack in this game is carried on by the first player in a very novel and spirited manner.

GAME CXXIX.

Played at Goode's Chess Rooms, between Mr. ST———N and a distinguished Metropolitan Amateur.

White. (Mr. S—.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. Kt. takes Kt.
5. Q. takes Kt.	5. Kt. to K. second (*a*)
6. Q. B. to K. Kt. fifth	6. Kt. to Q. B. third
7. Q. to K. third (*b*)	7. K. B. to K. second
8. B. takes B.	8. Q. takes B.
9. Kt. to Q. second	9. Q. P. one
10. B. to Q. third	10. B. to K. third
11. Castles on K.'s side	11. Castles on K.'s side
12. Q. R. to K. square	12. Q. R. to K. square
13. K. B. P. two	13. K. B. P. two
14. K. P. one	14. P. takes P.
15. P. takes P.	15. K. to R. square
16. Q. Kt. P. one	16. B. to Q. second
17. Kt. to K. B. third	17. K. B. P. one
18. Q. to K. B. second	18. B. to K. B. fourth
19. B. to Q. Kt. fifth	19. Q. to K. third
20. Kt. to K. R. fourth	20. B. to K. Kt. fifth
21. B. takes Kt.	21. Q. takes B.
22. Q. B. P. two	22. Q. R. to K. third
23. Q. takes Q. R. P.	23. Q. Kt. P. one
24. Q. to her R. third	24. K. R. to Q. R. square
25. K. R. takes K. B. P.	25. R. from K. third to K. square
26. Q. to Q. Kt. second	26. Q. to K. third

White. (Mr. S—.)	*Black.* (Mr. —.)
27. Q. to K. B. second	27. K. to Kt. square
28. Q. to K. Kt. third	28. B. to K. R. fourth
29. Kt. to K. B. fifth	29. B. to K. Kt. third
30. Kt. to Q. fourth	30. Q. to her second
31. Q. R. P. two	31. R. to Q. R. fourth
32. Kt. to Q. Kt. fifth	32. Q. B. P. one
33. K. R. to Q. fourth	33. Q. to K. second
34. Kt. to Q. sixth	34. R. takes K. P.
35. R. takes R.	35. Q. takes R.
36. Q. takes Q.	36. R. takes Q.
37. Kt. to Q. B. eighth	37. R. to K. sixth
38. Q. Kt. P. one	38. R. to Q. Kt. sixth
39. Kt. to K. seventh (check)	39. K. to his B. second
40. Kt. takes Q. B. P.	40. K. to his third
41. R. to Q. fifth	41. R. checks
42. K. to B. second	42. B. to K. square
43. Kt. to Q. fourth (check)	43. K. to his second
44. Q. Kt. P. one	44. B. to K. B. second
45. Kt. to Q. B. sixth (check)	45. K. to his B. third
46. R. to Q. sixth (check)	46. K. to B. fourth
47. K. Kt. P. two (check)	47. K. to his fifth
48. R. to Q. fourth (MATE).	

Notes to Game CXXIX.

(*a*) This move may be played with safety and advantage at the present stage of the defence.

(*b*) If White had taken the Queen, he must have lost at least "the exchange."

GAME CXXX.

Well contested Game between Messrs. P———T and ST———N.

White. (Mr. S—.)	*Black.* (Mr. P—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one
8. Q. R. P. one	8. B. to Q. R. fourth
9. Q. Kt. P. two	9. B. to Q. Kt. third
10. B. to Q. Kt. second	10. K. Kt. to B. third
11. K. P. one	11. P. takes P.
12. Kt. takes P.	12. Kt. takes Kt.
13. B. takes Kt.	13. Castles

White. (Mr. S—.)	*Black.* (Mr. P—.)
14. Q. Kt. to B. third	14. Kt. to K. Kt. fifth
15. Q. B. to K. Kt. third	15. Q. to K. Kt. fourth
16. Q. R. to K. square	16. Q. B. to K. B. fourth
17. Q. to her Kt. third	17. Q. B. P. one
18. Q. R. P. one (*a*)	18. Q. R. to Q. square
19. Kt. to K. second	19. Q. R. P. one
20. Q. Kt. P. one	20. Q. R. P. takes P.
21. Q. R. P. takes P.	21. K. B. to Q. R. fourth
22. Q. R. to its square	22. Q. B. P. takes P.
23. Q. takes P.	23. Q. Kt. P. one
24. Q. R. to Q. square	24. K. R. P. one
25. R. takes R.	25. R. takes R.
26. Q. B. to K. B. fourth	26. Q. to K. Kt. third
27. Kt. to Q. fourth	27. Q. B. to Q. second (*b*)
28. Q. to her Kt. third	28. Q. to K. B. third
29. Kt. to K. second	29. Q. B. to K. third
30. B. takes B.	30. Q. takes B.
31. Q. takes Q.	31. P. takes Q.
32. K. R. P. one	32. Kt. to K. B. third
33. B. to K. fifth	33. K. to B. second
34. R. to Q. B. square	34. R. to Q. second
35. R. to Q. B. sixth	35. Kt. to K. fifth
36. B. to Q. fourth	36. Q. Kt. P. one
37. K. B. P. one	37. Kt. to Q. seventh
38. B. to K. third	38. Kt. to Q. B. fifth
39. B. to Q. B. fifth	39. R. checks
40. K. to R. second	40. K. P. one
41. K. R. P. one	41. B. to Q. square (*c*)
42. Kt. to Q. B. third	42. R. to Q. second
43. Kt. takes Q. Kt. P.	43. B. takes K. R. P.
44. B. to Q. sixth	44. Kt. takes B.
45. Kt. takes Kt. (check)	45. K. to his Kt. square
46. Kt. to K. fourth	46. B. to K. second
47. R. to K. sixth	47. B. to Q. square
48. K. to R. third	48. R. to K. second
49. R. to Q. R. sixth	49. B. to Q. B. second
50. K. to his Kt. fourth	50. R. to K. B. second
51. Kt. to K. Kt. third	51. R. to K. B. fifth (check)
52. K. to his R. third	52. K. to his R. second
53. Kt. to K. fourth	53. R. to K. B. fourth
54. K. to Kt. fourth	54. R. to K. B. fifth (check)
55. K. to Kt. third	55. R. to K. B. square
56. K. to Kt. fourth	56. B. to Q. square
57. R. to K. sixth	57. B. to K. B. third
58. Kt. takes B. (check)	58. P. takes Kt.
59. K. to his B. fifth	

DRAWN GAME.

Notes to Game CXXX.

(*a*) If, in this position, the first player moves his Bishop to Queen's sixth, threatening the Rook, his opponent obtains a powerful attack, by taking the K. B.'s P. with the Kt., as is shown in a subsequent game, No. 132.

(*b*) Had Black taken the Kt. with his Rook, White, by checking with his Queen, at K.'s eighth, and then taking K. B.'s P. with Bishop, would have had a winning game.

(*c*) This is not a good move.

GAME CXXXI.

Between the same Players.

White. (Mr. S—.)	*Black.* (Mr. P—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. one	5. Castles
6. Q. B. to K. Kt. fifth	6. Q. P. one
7. Castles	7. K. R. P. one
8. Q. B. to K. R. fourth	8. Q. B. to K. Kt. fifth
9. Q. Kt. to Q. second	9. K. Kt. P. two
10. B. to K. Kt. third	10. Q. P. one
11. P. takes P.	11. Kt. takes P.
12. Q. Kt. to K. fourth	12. K. B. to K. second
13. Q. Kt. P. two	13. Q. R. P. one
14. Q. R. P. two	14. K. Kt. to K. B. fifth
15. Q. R. to its second	15. K. to his Kt. second
16. B. takes K. Kt.	16. K. P. takes B.
17. Q. P. one	17. K. B. P. two
18. Q. Kt. to Q. second	18. K. B. to Q. third
19. K. B. to K. second	19. B. takes Kt.
20. K. Kt. P. takes B.	20. K. R. P. one
21. K. to R. square	21. K. Kt. P. one
22. P. takes P.	22. K. B. P. takes P.
23. B. takes P. at K. Kt. fourth	23. K. R. P. takes B.
24. Q. takes P. (check)	24. K. to his B. second
25. Q. to K. R. fifth (check)	25. K. to his second
26. K. R. to K. square (check)	26. B. to K. fourth
27. Kt. to K. B. third	27. Q. to her fourth
28. Q. R. to K. second	28. R. to K. B. fourth (*a*)
29. R. takes B. (check) (*b*)	29. Kt. takes R.
30. R. takes Kt. (check)	30. R. takes R.
31. Q. takes R. (check)	31. Q. takes Q.
32. Kt. takes Q.	

THE GAME WAS ULTIMATELY WON BY WHITE.

Notes to Game CXXXI.

(*a*) A good move.

(*b*) If White had ventured to take this Rook, he must have been mated immediately.

GAME CXXXII.

Between Mr. ST———N and one of the first Metropolitan Players.

White. Mr. S—.	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one
8. Q. R. P. one	8. B. to Q. R. fourth
9 Q. Kt. P. two	9. B. to Q. Kt. third
10. Q. B. to Q. Kt. second	10. K. Kt. to B. third
11. K. P. one	11. P. takes P.
12. Kt. takes P.	12. Kt. takes Kt.
13. B. takes Kt.	13. Castles
14. Q. Kt. to B. third	14. Kt. to K. Kt. fifth
15. Q. B. to K. Kt. third	15. Q. to K. Kt. fourth
16. Q. R. to K. square	16. Q. B. to Q. B. fourth
17. Q. to Q. Kt. third	17. Q. B. P. one
18. B. to Q. sixth (*a*)	18. Kt. takes K. B. P.
19. B. takes K. R. (*b*)	19. Q. B. to K. R. sixth (*c*)
20. K. B. takes K. B. P. (check)	20. K. takes Q. B.
21. B. to Q. fifth (*d*)	21. Q. B. P. takes B.
22. Q. takes P.	22. Q. to K. B. third
23. K. Kt. P. takes B.	23. Kt. takes P. (double check)
24. K. to Kt. second	24. Kt. to K. B. seventh
25. Kt. to K. fourth	25. Q. to K. Kt. third (check)
26. Q. to K. Kt. fifth	26. Q. to Q. B. third
27. R. takes Kt. (check)	27. B. takes R.
28. Q. to K. B. fifth (check)	28. K. to his Kt. square
29. Q. takes B.	

BLACK RESIGNED.

Notes to Game CXXXII.

(*a*) This is the move referred to in a note attached to Game CXXXI.

(*b*) White would have played badly had he taken the Knight with his Rook.

(*c*) A very skilful move.

(*d*) This appears to be the only move by which White could save the game.

(*e*) His best move apparently.

GAME CXXXIII.

Between the Honorary Secretary of the London Chess Club, and a strong Metropolitan Player.

White. (Hon. Sec.)	*Black.* (Mr. D—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one
8. Q. R. P. one	8. B. to Q. B. fourth
9. Q. Kt. P. two	9. B. to Q. Kt. third
10. Q. B. to Kt. second	10. K. Kt. to B. third
11. K. P. one	11. P. takes P.
12. Kt. takes P.	12. Kt. takes Kt.
13. B. takes Kt.	13. Castles
14. Q. Kt. to B. third	14. Kt. to K. Kt. fifth
15. Q. R. to Q. square	15. Q. to K. R. fifth
16. Q. B. to K. Kt. third	16. Kt. to K. sixth
17. Q. to Q. third	17. Q. takes K. B.
18. K. B. P. takes Kt.	18. Q. takes Q.
19. R. takes Q.	19. Q. B. to K. third
20. R. to K. square	20. Q. R. to Q. square
21. R. takes R.	21. R. takes R.
22. Kt. to Q. R. fourth	22. R. to Q. sixth
23. Kt. takes B.	23. Q. B. P. takes Kt.
24. K. P. one	24. R. takes Q. R. P.
25. R. to Q. square	25. K. R. P. one
26. R. checks	26. K. to R. second
27. R. to Q. Kt. eighth	27. Q. R. P. two
28. P. takes P.	28. P. takes P.
29. R. takes P.	29. R. checks
30. K. to his B. second	30. Q. R. P. one
31. B. to K. fifth	31. R. to Q. B. eighth
32. R. to Q. B. seventh	32. R. to Q. Kt. eighth
33. R. to R. seventh	33. R. to Q. Kt. fifth
34. K. to K. third	34. R. to Kt. sixth (check)
35. K. to Q. second	35. Q. R. P. one
36. R. to R. fourth	36. Q. R. P. one
37. B. to Q. B. third (*a*)	37. R. to Kt. eighth
38. K. to K. second	38. R. to Q. B. eighth
39. B. to Q. fourth	39. R. to Q. B. seventh (check)
40. K. to B. third	40. K. R. P. one
41. K. R. P. one	41. K. Kt. P. two

White. (Hon. Sec.)	*Black.* (Mr. D—.)
42. R. to Q. R. eighth	42. K. B. P. two
43. R. to Q. R. seventh (check)	43. K. to Kt. third
44. P. takes P. (check)	44. K. takes P.
45. K. Kt. P. two (check)	45. P. takes P. (check)
46. P. takes P. (check)	46. K. to Kt. third
47. R. to Q. R. sixth	47. K. to B. second
48. R. to R. seventh (check)	48. K. to his square
49. B. to K. B. sixth	

THE GAME WAS DRAWN.

Note to Game CXXXIII.

(*a*) Had he taken the Q. R.'s P. with his Rook, he must have lost his Bishop.

GAME CXXXIV.

Between the Honorary Secretary of the London Chess Club and M. Zytogorski; the former giving the Pawn and Move.

(*Black's K. B.'s P. must be taken from the board.*)

White. (M. Z—.)	*Black.* (Hon. Sec.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. K. P. one	3. K. B. to K. second
4. K. B. to Q. third	4. K. Kt. P. one
5. Q. to K. Kt. fourth	5. Q. B. P. two
6. Q. B. P. one	6. Q. Kt. to B. third
7. K. Kt. to B. third	7. K. to Q. second (*a*)
8. B. to Q. Kt. fifth	8. Q. R. P. one
9. B. takes Kt. (check)	9. K. takes B.
10. Q. P. takes Q. B. P. (*b*)	10. B. takes P.
11. Q. B. to K. Kt. fifth	11. Q. to her Kt. third
12. Castles	12. Q. takes Q. Kt. P.
13. Q. Kt. to Q. second	13. Q. B. to Q. second
14. K. R. to Q. Kt. square	14. Q. to Q. B. seventh
15. K. Kt. to Q. fourth (check)	15. B. takes Kt.
16. Q. takes B. (*c*)	16. Q. Kt. P. two
17. Q. B. P. one (*d*)	17. K. to Q. Kt. second
18. Q. B. P. takes Q. P.	18. K. P. takes Q. P.
19. K. R. to Q. B. square	19. Q. to K. B. fourth
20. Q. takes Q. P. (check)	20. K. to Q. Kt. third
21. B. to K. third (check)	21. K. to Q. R. fourth
22. Kt. to Q. B. fourth (check)	22. K. to R. fifth
23. Kt. to Q. Kt. sixth (check)	23. K. to R. fourth
24. R. to Q. B. fourth	

BLACK ABANDONED THE GAME. (*e*)

Notes to Game CXXXIV.

(*a*) Badly played.
(*b*) A good move.
(*c*) This is better play than taking the Bishop with the Pawn.
(*d*) Cleverly played.
(*e*) This game is skilfully conducted throughout, by the first player.

GAME CXXXV.

Between Messrs. P———T and C———E.

White. (Mr. C—.)	*Black.* (Mr. P—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. B. to Q. second	5. B. takes B. (check)
6. Q. takes B.	6. Q. to K. B. third
7. Castles	7. Q. P. one
8. Q. B. P. one	8. Kt. to K. fourth
9. Kt. takes Kt.	9. P. takes Kt.
10. P. takes P.	10. P. takes P.
11. K. P. one	11. Q. to Q. Kt. third
12. Q. Kt. to R. third	12. Kt. to K. second
13. Kt. to Kt. fifth	13. Kt. to K. B. fourth
14. Q. R. to Q. square	14. Q. B. P. two
15. K. Kt. P. two	15. Q. R. P. one
16. Q. to Q. third	16. Castles
17. P. takes Kt.	17. P. takes Kt.
18. B. takes P.	18. B. takes P.
19. Q. takes B.	19. Q. takes B.
20. R. to Q. third	20. Q. R. takes P.
21. K. P. one	21. P. takes P.
22. Q. takes P. (check)	22. K. to R. square
23. R. to K. R. third	23. Q. R. to Q. R. third
24. Q. to K. seventh	24. Q. R. to K. Kt. third (check)
25. R. to K. Kt. third	25. K. R. to K. square
26. Q. to K. B. seventh	26. R. takes R. (check)
27. K. B. P. takes R.	27. K. R. P. one
28. K. Kt. P. one	28. Q. B. P. one
29. K. R. P. two	29. Q. P. one
30. K. Kt. P. one	30. Q. to Q. B. fourth (check)
31. K. to R. square	31. Q. to Q. B. third (check)
32. K. to Kt. square	32. R. to K. seventh
33. Q. to K. B. eighth (check)	33. K. to R. second

WHITE RESIGNED.

GAME CXXXVI.

Between Mr. St———n and a strong Metropolitan Player.

Black. (Mr. —.)	*White.* (Mr. S—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. P. two
4. P. takes P.	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. Q. B. P. one
6. Q. P. one	6. K. B. to Q. third
7. P. takes Q. B. P.	7. Q. Kt. takes P.
8. K. Kt. to B. third	8. Castles
9. Castles	9. Q. B. to K. Kt. fifth
10. Q. Kt. to K. second	10. B. takes Kt.
11. K. Kt. P. takes B.	11. Kt. to K. R. fourth
12. Q. P. one	12. Q. to K. R. fifth
13. Q. B. P. one	13. Q. R. to K. square
14. R. to B. second	14. Kt. to K. second
15. Q. to her third	15. Q. to R. sixth
16. R. to K. Kt. second	16. Kt. to K. B. fourth
17. K. to R. square	17. R. takes Kt.

BLACK RESIGNED.

GAME CXXXVII.

Between M. Zytogorski and Mr. St———n; the latter giving the Pawn and two Moves.

(*Black's K. B. P. must be taken from the board.*)

White. (M. Z—.)	*Black.* (Mr. S—.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. P. takes P.	4. Q. to Q. R. fourth (check)
5. Q. Kt. to B. third	5. Q. takes P.
6. Q. B. to K. third	6. Q. to Q. R. fourth
7. K. Kt. to K. second	7. K. B. to Q. third
8. Castles	8. K. Kt. to B. third
9. Q. R. P. one	9. Castles
10. Q. Kt. P. two	10. B. takes K. R. P. (check)
11. K. takes B.	11. Q. to K. R. fourth (check)
12. K. to Kt. square	12. Kt. to K. Kt. fifth

WHITE RESIGNED.

GAME CXXXVIII.

The following brilliant little Game was played by Mr. C———E with a Native of India; Mr. C. giving his opponent the odds of the *Queen*.

(White's Queen must be taken from the board.)

White. (Mr. C—.)	*Black.* (——)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to Q. square	4. K. B. to Q. B. fourth
5. K. Kt. to B. third	5. Q. to her square
6. Q. P. two	6. K. B. to Q. Kt. third
7. Q. B. takes P.	7. K. B. P. one
8. K. P. one	8. K. Kt. to K. second
9. P. takes P.	9. P. takes P.
10. Q. Kt. to B. third	10. Q. Kt. to B. third
11. R. to K. square	11. B. to Q. R. fourth
12. Q. Kt. to K. fourth	12. B. takes R.
13. Kt. takes K. B. P. (check)	13. K. to B. square
14. Q. B. to K. R. sixth (MATE).	

GAME CXXXIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 23rd.)

White. (M. DE LA B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. to K. B. fourth	2. Q. B. P. two
3. K. P. one	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. B. to K. Kt. fifth
5. K. B. to K. second	5. B. takes Kt.
6. B. takes B.	6. K. P. one
7. Q. B. P. two	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. Q. B. P. takes P.
9. K. P. takes P.	9. Q. P. takes P.
10. Castles	10. K. B. to K. second
11. B. takes Q. Kt. (check)	11. P. takes B.
12. Q. to Q. R. fourth	12. Castles
13. Q. takes P. at her B. fourth	13. Q. R. to Q. B. square
14. Q. R. P. one	14. B. to Q. third
15. B. to K. Kt. third	15. B. takes B.
16. K. B. P. takes B.	16. Kt. to Q. fourth
17. Q. R. to K. square	17. Q. to K. Kt. fourth
18. Kt. to K. fourth	18. Q. to K. second
19. Q. Kt. P. two	19. Q. R. P. two

White. (M. De la B.)	*Black.* (Mr. M'D.)
20. Kt. to Q. B. fifth	20. Q. R. P. takes P.
21. P. takes P.	21. Q. R. to Q. Kt. square
22. Kt. to Q. R. sixth	22. R. to Q. Kt. third
23. Q. Kt. P. one	23. Q. to Q. R. sixth
24. Q. to Q. B. fifth	24. Q. takes Q.
25. Kt. takes Q.	25. R. takes P.
26. Kt. to Q. seventh	26. K. R. to Q. B. square
27. Kt. to K. fifth	27. Q. R. to Q. Kt. second
28. R. to Q. B. square	28. Q. R. to Q. B. second
29. R. to Q. B. fifth	29. K. B. P. one
30. Kt. to Q. B. fourth	30. K. to B. square
31. K. R. to Q. R. square	31. K. to K. second
32. K. R. to Q. R. sixth	32. Kt. to Q. Kt. fifth
33. R. to Q. R. fourth	33. R. to Q. Kt. square
34. Kt. to Q. R. fifth	34. Kt. to Q. sixth (*a*)
35. K. to B. square	35. Kt. takes R.
36. P. takes Kt.	36. R. to Q. Kt. fourth

WHITE RESIGNED.

Note to Game CXXXIX.

(*a*) Threatening mate. This game is remarkably well played by Mr. M'Donnell.

PROBLEMS FOR YOUNG PLAYERS.

No. 37.

By Herr K———g.

White.	*Black.*
K. at Q. Kt.'s square	K. at K. R.'s square
R. at K.'s seventh	Kt. at K. Kt.'s second
R. at Q. B.'s seventh	Kt. at K. B.'s fourth
Kt. at K. R.'s fifth	

White to move, and mate in three moves.

No. 38.

By J. M.

White.	*Black.*
K. at his B.'s sixth	K. at his R.'s third
Q. at Q. B.'s fifth	Pawns at K. R.'s second, and K. Kt.'s fifth
B. at K.'s square	
Pawns at K. R.'s third, and K. Kt.'s third	

White to checkmate with his K. Kt.'s P. in six moves, without taking either of the adversary's Pawns, or permitting either of his own to be taken.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 35.

White.	*Black.*
1. R. to K. Kt.'s sixth	1. Kt.'s P. takes P. (check) (best)
2. K. to B.'s third	2. P. to K. R.'s seventh
3. R. to K. Kt.'s fourth (check)	3. K. to R.'s sixth
4. Kt. to K. R.'s square, and must mate next move.	

No. 36.

White.	*Black.*
1. K. to Kt.'s second	1. P. to K. Kt.'s sixth
2. Q. to K. Kt.'s sixth	2. P. to Kt.'s fifth
3. Q. to B.'s sixth (check)	3. K. takes P.
4. Q. to B.'s fifth (check)	4. K. to R.'s fifth
5. Q. to K. Kt.'s sixth	5. R. P. one
6. Q. to B.'s sixth (MATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 31.

By PONZIANI.

White.	*Black.*
K. at Q. B.'s square	K. at K. R.'s third
R. at K. B.'s second	R. at K.'s second
B. at K.'s square	B. at K. B.'s second
	Pawns at K. Kt.'s third, Q.'s sixth, Q. B.'s seventh, and Q. Kt.'s fifth

White to draw.

No. 32.

By the same.

White.	*Black.*
K. at K.'s second	K. at his R.'s eighth
R. at Q. B.'s sixth	R. at K. R.'s second

White.	*Black.*
B. at Q.'s seventh	R. at K. B.'s square
Pawns at Q. R.'s second and Q. Kt.'s fifth	Pawns at K. R.'s seventh, K. B.'s fifth, Q. B.'s second, and Q. R.'s fourth

White to draw.

No. 33.

By LEWIS.

White.	*Black.*
K. at his Kt.'s square	K. at Q. R.'s square
Q. at her R.'s third	Q. at K.'s second
R. at Q.'s square	R. at K.'s fourth
R. at Q.'s fourth	Kt. at Q. B.'s fourth
Pawns at K. R.'s fourth, K. Kt.'s third, K. B.'s second, Q. B.'s fourth, and Q. Kt.'s fifth	Pawns at K. Kt.'s fifth, K. B.'s sixth, K.'s sixth, Q. Kt.'s third, and Q. R.'s second

White to win.

No. 34.

By COZIO.

White.	*Black.*
K. at Q.'s seventh	K. at Q. R.'s square
B. at Q. R.'s fourth	R. at Q. B.'s eighth
Kt. at K.'s third	Pawns at K. R.'s fourth, K. Kt.'s fifth, K. B.'s third, Q. B.'s second, Q. Kt.'s third, and Q. R.'s second
Pawn at Q. R.'s sixth	

White to win.

No. 35.

By the Rev. H. BOLTON.

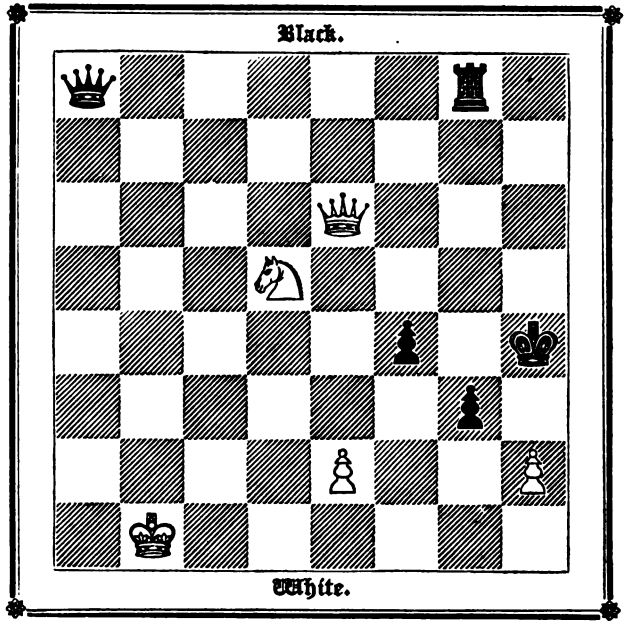
White.	*Black.*
K. at Q. R.'s eighth	K. at Q. R.'s fourth
R. at Q. Kt.'s fourth	Q. at K. Kt.'s square
B. at K.'s fifth	R. at K. R.'s square
Kt. at Q.'s fourth	B. at Q. Kt.'s square
Pawns at Q. Kt.'s second and Q. R.'s third	Pawns at K.'s third and Q.'s fourth

White to win in six moves.

PROBLEM, No. 47.

By M. D'ORVILLE.

White to play, and effect Mate in eight Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"G. S. S., LIVERPOOL."—The game alluded to, was one played by two Members of the Liverpool Chess Club; the first player giving a Knight. Thanks for the solution.

"PALAMEDES."—The solution is correct.

"G. W., BATH."—We will attend to the suggestion immediately.

"CAMBRIDGE ADVERTISER."—A communication has been forwarded.

"M———N, HIGHBURY."—The diagrams referred to are printed correctly: solutions will appear in No. 26.

"GUY OF WARWICK."—We know of no Chess Club in the "Ancient City of Coventry," nor are we acquainted with any players in that neighbourhood. There are several amateurs resident in Birmingham; and a new Club, comprising upwards of forty members, has been established, during the past month, at Wolverhampton.

"J. B., BRIGHTON."—The solution of Problem No. 35 is true. In Problem No. 31, the Pawn is rightly placed, as "J. B." will perceive on looking at the solution in our next.

"T. S. D."—The best players in London may be met with at Goode's Chess Rooms. Apply there for Mr. Lewis's "Second Series of Chess Lessons."

"W. C. H., GLOUCESTER."—The solution has been forwarded as desired.

The suggestions of "W. R." "S. M." and "J. L. C." concerning a revision of the LAWS OF CHESS, have been anticipated.

"QUILP'S" interpretation of the advice addressed to "A Young Student," (Notices to Correspondents, page 383,) into a reflection upon Chess authors and professors, is a very wilful or a very silly perversion of our meaning. The observations in question were intended for, and are only applicable to, amateurs of the game.

"OLD 72, WITNEY CHESS CLUB."—Neither of the solutions is correct. In Problem No. 28, our Correspondent must remember that White is not to allow his opponent an opportunity of moving his Pawns. Twenty-five Numbers of "THE CHESS PLAYER'S CHRONICLE" have appeared. The three parts of the First Series of "THE BRITISH MISCELLANY," may be obtained of the Publisher. Will "OLD 72" favour us with a List of the Members belonging to the Witney Chess Clubs?

"HONEST, WISE, HALE, BRISTOL."—The solutions alluded to were mislaid: they shall be examined; and the other particularly replied to in a private communication.

SOLUTIONS

OF

THE PROBLEMS ON DIAGRAMS

IN

THIS VOLUME.

No. 1.

White.	*Black.*
1. Q to her sixth (check)	1. K. to B.'s third
2. Q. to K. B.'s fourth (check)	2. K. to his second
3. Q to Q. Kt.'s fourth (check)	3. K. to his B 's third
4. Q. to her fourth (check)	4. K. to his second
5. Q. to Q. B.'s fifth (check)	5. K. to his B.'s third (*a*)
6. R. to K. B.'s fifth (check)	6. P. takes R.
7. Q. to her sixth (MATE).	

No. 2.

White.	*Black.*
1. B. to Q. B.'s fourth	1. K. to Q. Kt.'s fifth
2. B. to Q.'s fifth	2. K. to Q. R.'s fifth
3. B. to Q. R.'s second	3. K. to Q. Kt.'s fifth
4. Kt. to Q. B.'s second (check)	4. K. to Q. R.'s fifth
5. P. advances one square (MATE).	

No. 3.

White.	*Black.*
1. Kt. to K.'s seventh (check)	1. K. to Q. Kt.'s square (best) (*b*)
2. Q. to her R.'s eighth (check)	2. K. takes Q.
3. B. to Q. B.'s sixth (check and discov. check)	3. K. to Kt.'s square
4. R. to Q. R.'s eighth (MATE).	

No. 4.

White.	*Black.*
1. Kt. to K. Kt.'s sixth (check)	1. P. takes Kt.
2. B. takes K. Kt.'s P. (check)	2. Q. takes B.
3. R. to K. R.'s third (check)	3. Q. interposes
4. R. takes Q. (MATE).	

No. 5.

White.	*Black.*
1. R. takes Kt.	1. R. takes R.; or (A)
2. Q. to K. B.'s fifth	2. K. to his Kt.'s square (best)
3. B. to Q. Kt.'s third (check)	3. Q.s' R. interposes
4. Q. takes R. (check)	4. R. takes Q.
5. R. to K.'s eighth (MATE).	

(A)

White.	*Black.*
1. R. takes Kt.	1. Kt. to K.'s second
2. R. takes Kt.	2. R. at K. Kt.'s square takes R.
3. Q. to K. B.'s fifth	3. R. takes Q. (best)
4. R. checks	4. R. interposes
5. R. takes R. (MATE).	

No. 6.

White.	*Black.*
1. R. to K. R.'s sixth (check)	1. K. to Kt.'s second
2. R. to K. Kt.'s sixth (check)	2. K. to B.'s second
3. R. to B.'s sixth (check)	3. K. to his square.
4. R. to K.'s sixth (check)	4. K. to Q.'s square (best)
5. R. to Q.'s sixth (check)	5. K. to Q. B.'s square
6. Kt. to Q. Kt.'s sixth (check)	6. K. to Kt.'s square (best)
7. R. to Q.'s eighth (check)	7. K. to B.'s second
8. R. to Q.'s seventh (check)	8. K. takes Kt.
9. R. takes Q.	9. K. takes R.
10. K. R.'s P. one	10. Q. Kt.'s P. one (best)
11. R.'s P. one	11. Kt.'s P. one
12. R.'s P. one, becoming a Queen	12. Kt.'s P. one, becoming a Queen
13. Q. to her fourth (check), winning the Pawn, and drawing the game.	

No. 7.

White.	*Black.*
1. Kt. to K. R.'s fifth (check)	1. K. to his R.'s third (*d*)
2. Q. to K.'s sixth (check)	2. Kt. interposes (best)
3. Kt. to K. B.'s seventh (check)	3. K. takes Kt. at his R.'s fourth
4. Q. to K.'s second (check)	4. K. to his R.'s fifth
5. Q. to K. B.'s second (check)	5. K. to R.'s fourth
6. Q. to K. B.'s third (check)	6. K. to R.'s fifth
7. Q. to K. R.'s third (MATE).	

No. 8.

White.	*Black.*
1. Kt. to K.'s B.'s fourth	1. B. to K.'s sixth (best)
2. Kt. to K. R.'s fifth	2. B. to B.'s seventh
3. Kt. takes P. (check)	3. B. takes Kt.
4. R. takes B.	4. K. to R.'s seventh (best)
5. R. to K.'s third	5. P. one
6. R. to Q.'s third	6. P. one
7. R. to K.'s third	7. P. one
8. R. to B.'s third	8. K. to R.'s eighth
9. R. takes P. (MATE).	

No. 9.

White.	*Black.*
1. Kt. to K.'s fourth	1. K. to his B.'s fourth
2. K. to K.'s third	2. K. to his fourth (best)
3. Kt. from K.'s sixth, to K. Kt.'s fifth	3. K. to B.'s fourth
4. Kt. to K. B.'s third	4. K. to K. Kt.'s fifth
5. Kt. to Q.'s fourth	5. K. to K. R.'s fifth
6. Kt. to K. B.'s fifth (check)	6. K. to K. Kt.'s fifth
7. Kt. to K. Kt.'s seventh	7. K. to K. R.'s fifth
8. K. to K. B.'s second	8. K. to Kt.'s fifth
9. Kt. to K. Kt.'s sixth	9. K. to R.'s sixth
10. Kt. to K. B.'s sixth	10. K. to R.'s seventh
11. Kt. to K. B.'s fourth	11. K. to R.'s eighth
12. Kt. to K. B.'s fifth	12. K. to R.'s seventh
13. Kt. to K. Kt.'s fourth (check)	13. K. to R.'s eighth
14. Kt. to Kt.'s third (MATE).	

No. 10.

[The correct solution of this difficult Problem has not yet reached us.—ED.]

No. 11.

White.	*Black.*
1. R. to K. Kt.'s fourth (check)	1. Q. takes R. (best)
2. Kt. from K.'s fifth, to K. B.'s seventh (check)	2. K. to his R.'s fourth
3. Q. to K. R.'s sixth (check)	3. K. Kt.'s P. takes Q.
4. Kt. from Q.'s fifth, to K. B.'s sixth (MATE).	

No. 12.

White.	*Black.*
1. K. B.'s P. one	1. Q. to K. Kt.'s eighth (check)
2. R. takes Q.	2. K. Kt.'s P. takes Q.
3. K. B.'s P. one, (discov. check)	3. K. R. to Kt.'s second
4. K. B.'s P. one becoming a Queen (MATE).	

No. 13.

White.	*Black.*
1. Kt. to K. Kt.'s eighth (check)	1. K. to his Kt.'s fourth
2. R. takes K.'s P. (discov. check with the Q.)	2. R. takes Q.; or (A)
3. B. to K. B.'s sixth (check)	3. Kt. takes B.
4. K. R.'s P. two (MATE).	

White. (A)	*Black.*
2.	2. K. to his R.s fifth
3. Q. to K. B.'s second (check)	3. K. to his Kt.'s fourth; or to his R.'s sixth
4. K. R.'s P. two (MATE); or	
4. Q. to K. Kt.'s third (MATE).	

No. 14.

White.	*Black.*
1. K. Kt.'s P. takes P.	1. B. takes K.'s P.
2. P. to K. R.'s eighth, becomes a *Bishop* 'e,	

And White wins easily.

No. 15.

White.	*Black.*
1. Kt. to Q. R.'s seventh (check,	1. K. to Q.'s second
2. K.'s P. one 'check,	2. K. to Q.'s third
3. Kt. from Q. R.'s seventh to Q. Kt.'s fifth 'check.	3. K. to his *fourth*
4. K. to his Kt.'s fifth	4. Kt. to Q.'s fourth 'best,
5. B. to Q. B.'s seventh (check,	5. Kt. takes B.
6. K. B.'s P. two 'MATE,.	

No. 16.

White.	*Black.*
1. K. B. to K. Kt.'s *fourth*	1. K. to his Kt.'s square
2. Q. B. to K. Kt.'s fifth	2. K. to R.'s square
3. K. to K. Kt.'s third	3. K. to Kt.'s square
4. K. to K. B.'s *fourth*	4. K. to R.'s square
5. K. to B.'s fifth	5. K. to Kt.'s square
6. K. to K.'s sixth	6. K. to R.'s square
7. Q. to K. B.'s square	7. K. to Kt.'s square
8. Q. R. to K. B.'s eighth (check,	8. K. to Kt.'s second, or to R.'s second
9. K. R. to K. B.'s seventh 'ch.,	9. K. to Kt.'s third
10. Q. B. to Q.'s eighth	10. K. to R.'s third
11. K. R. to Q. R.'s seventh	11. K. to Kt.'s third
12. Q. R. to K. B.'s sixth 'check,	12. K. to Kt.'s *fourth*
13. K. B. to Q.'s square	13. K. to R.'s fifth
14. Q. R. to K. B.'s seventh 'discov. check,	14. K. to Kt.'s sixth
15. K. R. to Q. R.'s second	15. K. to R.'s seventh
16. Q. R. to Q. R.'s seventh	16. K. to Kt.'s sixth
17. Q. R. to Q. R.'s sixth	17. K. to R.'s seventh
18. K. to K. B.'s seventh	18. K. to Kt.'s sixth
19. K. to K. B.'s eighth	19. K. to R.'s seventh
20. Q. B.'s P. two 'discov. check.	20. K. to Kt.'s sixth
21. K. R. to K. Kt.'s second 'ch.,	21. K. to R.'s sixth
22. K. R. to Q. B.'s second (discov. check,	22. K. to Kt.'s sixth
23. Q. to K. Kt.'s second 'check)	23. K. to B.'s fifth
24. Q. to K. B.'s third (check)	24. K. to his fourth
25. Q. to K. Kt.'s third (check)	25. K. to his third, or to B.'s fourth

White.	*Black.*
26. Q. to K. Kt.'s fourth (check)	26. K. to his fourth
27. Q. to K. Kt.'s fifth (check)	27. K. to his third
28. Q. to K. B.'s sixth (check)	28. K. to Q.'s second
29. K. B. to K. Kt.'s fourth (ch.)	29. K. to Q. B.'s third
30. Q. B.'s P. one	30. K. to Q. Kt.'s second
31. K. B. to Q. B.'s eighth (check)	31. K. takes K.'s B.; or (A) or (B)
32. Q. B.'s P. one	32. K. to Q. Kt.'s square
33. K. R. to Q. R.'s second	33. K. to Q. B.'s square
34. Q. R. to Q. R.'s seventh	34. K. to Q. Kt.'s square
35. Q. R. to Q. Kt.'s second (ch.)	35. K. to Q. B.'s square
36. Q. to K.'s sixth (check)	36. K. takes B.
37. Q. B.'s P. one (MATE).	

(A)

White.	*Black.*
31. K. B. to Q. B.'s eighth (check)	31. K. to Q. B.'s third
32. Q. B. to Q. B.'s seventh	32. K. takes Q.'s B.
33. Q. B.'s P. one	33. K. takes B.; or (C)
34. Q. R. to Q. R.'s seventh	34. K. to Q. Kt.'s square
35. K. R. to Q. R.'s second	35. K. to B.'s square
36. Q. to K.'s sixth (check)	36. K. to Q. or Kt.'s square
37. Q. B.'s P. one (MATE).	

(B)

White.	*Black.*
31. K. B. to Q. B.'s eighth (ch.)	31. K. to Q. Kt.'s square
32. Q. B.'s P. one	32. K. takes K.'s B.
33. K. R. to Q. R.'s second	33. K. to Kt.'s square
34. Q. R. to Q. R.'s seventh	34. K. to B.'s square
35. Q. to K.'s sixth (check)	35. K. takes B., or moves to Kt.'s square
36. Q. B. P. one (MATE).	

(C)

White.	*Black.*
33. Q. B.'s P. one	33. K. to Q. Kt.'s square
34. Q. to K.'s sixth	34. K. to B.'s second
35. Q. to Q.'s seventh (check)	35. K. to Kt.'s square
36. Q. B.'s P. one (MATE).	

No. 17.

White.	*Black.*
1. B. takes Q. B.'s P. (discov. check with the Q.)	1. Kt. takes Q. (best)
2. B. to K.'s eighth (discov. check with R.)	2. Q. takes R. (best)
3. K. Kt's P. one (check)	3. K. to his Kt.'s third
4. K. B.'s P. one (becoming a Kt., checking, and discov. check with the B.) (MATE).	

No. 18.

White.	*Black.*
1. Kt. to Q. Kt.'s fifth	1. Q. Kt.'s P. one
2. Kt. to Q.'s fourth	2. Q. Kt.'s P. one
3. Q. B.'s P. one	3. Q. Kt.'s P. one
4. R. to Q. R.'s third (check)	4. P. takes R.
5. Q. Kt.'s P. one (check) (MATE).	

No. 19.

We have been favoured by an ingenious Correspondent with the following solution of this Problem, in six moves.

White.	*Black.*
1. Q. to her B.'s third (check)	1. K. to his second (best)
2. Q. to her B.'s fifth (check)	2. K. to his square (best)
3. Q. to her B.'s eighth (check)	3. K. to his second
4. R. to Q.'s seventh (check)	4. K. to B.'s third
5. Q. takes Q. (check)	5. R. to K. Kt.'s second
6. Q. takes R. (check) (MATE).	

No. 20.

White.	*Black.*
1. R. to K. Kt.'s sixth	1. K. to his B.'s fourth
2. B. to K. R.'s seventh	2. K. to his fourth
3. R. to Q. B.'s sixth	3. K. to Q.'s fourth
4. B. to K.'s fourth (check)	4. K. to his fourth
5. Q.'s P. two (check) (MATE).	

No. 21.

White.	*Black.*
1. R. to Q. R.'s sixth	1. K. to K. Kt.'s square (best)
2. Kt. to Q.'s second	2. K. to R.'s square (c)
3. Kt. to K. B.'s third	3. K. to Kt.'s square
4. Kt. to Q.'s fourth	4. K. to R.'s square
5. Kt. to K. B.'s fifth	5. K. to Kt.'s square
6. R. to K. Kt.'s sixth (check)	6. K. to R.'s square
7. R. to K. R.'s sixth (check)	7. K. to Kt.'s square
8. R. to K. R.'s square	8. K. to K. B.'s second
9. R. to K. Kt.'s square	9. K. to K. B.'s square
10. Kt. to Q.'s sixth	10. K. to his second
11. R. to K. B.'s square	11. K. to his third
12. Kt. to K. B.'s seventh	12. K. to his second
13. Kt. to K. Kt.'s fifth	13. K. to his square
14. R. to K. B.'s seventh	14. K. to Q.'s square
15. Kt. to K.'s fourth	15. K. to his square
16. Kt. to Q.'s sixth (check)	16. K. to Q.'s square
17. R. to K. B.'s square	17. K. to Q.'s second
18. R. to K.'s square	18. K. to Q.'s square
19. Kt. to K. B.'s seventh (check)	19. K. to Q.'s second
20. R. to K.'s second	20. K. to Q. B.'s square

White.	*Black.*
21. R. to K's seventh	21. K. to Q. Kt.'s square
22. Kt. to Q.'s sixth	22. K. to Q. R.'s square
23. R. to K.'s eighth (check)	23. K. to Q. R.'s second
24. R. to Q. B.'s eighth	24. K. to Q. R.'s third
25. R. to Q. R.'s square (check) (MATE).	

No. 22.

White.	*Black.*
1. R. to K. R.'s eighth (check)	1. K. to his Kt.'s eighth
2. Q. to K. R.'s second (check)	2. K. to his B.'s eighth
3. R. to K. B.'s eighth (check)	3. K. to his eighth
4. Q. to K. B.'s second (check)	4. K. to Q.'s eighth
5. R. to Q.'s eighth (check)	5. K. to Q. B.'s eighth
6. Q. to K.'s third (check)	6. K. to Q. B.'s seventh
7. Q. to Q.'s third (check)	7. K. to Q. B.'s eighth
8. R. to Q. B.'s eighth (check)	8. Kt. interposes
9. R. to Q. B.'s seventh	9. Q Kt.'s P. one square (MATE).

No. 23.

White.	*Black.*
1. R. takes Kt. (check)	1. Kt. takes R.
2. Q. takes B. (check)	2. Kt. takes Q.
3. B. takes Kt. (check)	3. K. takes B.
4. Kt. to B.'s fourth (MATE).	

No. 24.

White.	*Black.*
1. R. to Q. B.'s seventh	1. K. to Q.'s fourth
2. R. to Q. B.'s sixth	2. K. to Q.'s fifth
3. Kt. to K. B.'s seventh	3. K. to Q.'s fourth
4. Kt. to K.'s fifth	4. K. to Q.'s fifth
5. Kt. to Q.'s third	5. K. to Q.'s fourth
6. Kt. to Q. Kt.'s fourth (check)	6. K. to Q.'s fifth
7. P. one (MATE).	

No. 25.

White.	*Black.*
1. Q.'s P. one (check)	1. K. to Q.'s fourth
2. Kt. to Q.'s eighth	2. P. one (check)
3. K. to Q.'s third	3. P. one
4. R. to K. B.'s sixth	4. P. one
5. R. takes P.	5. K. to Q.'s third
6. R. to K. B.'s seventh	6. K. to Q.'s fourth
7. R. to Q.'s seventh (ch.) (MATE).	

No. 26.

Since we published this stratagem, the author has discovered the following method of effecting mate, in accordance with the imposed conditions in *sixteen* moves.

White.	*Black.*
1. Kt. to K.'s sixth	1. K. to R.'s second
2. Kt. to Q. B.'s seventh	2. K. to Kt.'s square
3. Kt. to B.'s eighth	3. P. two squares (best)
4. Kt. to R.'s sixth (check)	4. K. to Kt.'s second
5. Kt. to Kt.'s fourth	5. K. to Kt.'s square
6. Q. B.'s P. one	6. K. to R.'s square
7. Kt. to Kt.'s sixth (check)	7. K. to R.'s second
8. Kt. from Kt.'s sixth, to Q.'s fifth	8. K. to Kt.'s square, or (A)
9. Kt. to K. B.'s fourth	9. K. to R.'s second
10. K. to Q. B.'s seventh	10. K. to R.'s square
11. K. to Kt.'s sixth	11. K. to Kt.'s square
12. Kt. to K.'s sixth	12. K. to B.'s square
13. K. to Q. R.'s sixth	13. K. to Kt.'s square
14. Kt. to Q.'s fifth	14. P. one
15. Kt. to Q. Kt.'s sixth	15. P. one
16. Q. B.'s P. one (check) (MATE).	

(A)

White.	*Black.*
8. Kt. from Kt.'s sixth to Q.'s fifth	8. K. to R.'s square
9. K. to Q. B.'s seventh	9. K. to R.'s second square
10. Kt. to K. B.'s fourth	10. K. to R.'s square
11. K. to Q. Kt.'s sixth	11. K. to Kt.'s square
12. Kt. to K.'s sixth	12. K. to R.'s square
13. K. to R.'s sixth	13. K. to Kt.'s square
14. Kt. to Q.'s fifth	14. K. to B.'s square
15. Kt. to Q. Kt.'s sixth (check)	15. K. to Kt.'s square
16. Q. B.'s P. one (check) (MATE).	

No. 27.

White.	*Black.*
1. Kt. to. K. B. fifth (double ch.)	1. K. to his fifth
2. Kt. to K. R.'s fourth	2. Kt. to Q.'s second (best)
3. Kt. to K. B.'s second (check)	3. K. to his sixth, or to Q.'s fifth
4. Kt. to Q.'s square (discov. ch.)	4. K. to his fifth
5. Kt. to Q. B.'s third (check) (MATE).	

No. 28.

White.	*Black.*
1. Q. to her fifth (check)	1. K. to Q. R.'s fifth
2. Q. to her R.'s eighth (check)	2. K. to Q. Kt.'s sixth

White.	*Black.*
3. B. to K. B.'s second	3. K. to Q. B.'s fifth
4. Q. to K.'s fourth (check)	4. K. to Q. Kt.'s sixth
5. K. to Q. B.'s square	5. K. to Q. R.'s fifth or seventh
6. Q. to Q. R.'s eighth (check)	6. K. to Q. Kt.'s sixth
7. Q. to Q. R.'s seventh	7. K. to Q. B.'s fifth
8. Q. to K. B.'s seventh (check)	8. K. to Q.'s sixth
9. Q. to K. B.'s third (check)	9. K. to Q. B.'s fifth
10. P. one check and (MATE).	

No. 29.

We have been favoured, by Dr. Bledow, of the Berlin Chess Club, with the following ingenious solution of this Problem, in *twelve moves*.

White.	*Black.*
1. Kt. from K. Kt.'s eighth to K. B.'s sixth	1. K. to R.'s seventh (best)
2. K. to his Kt.'s fourth	2. K. to R.'s eighth (best)
3. K. to his R.'s third	3. K. to his Kt.'s eighth
4. K. to his Kt.'s third	4. K. to R.'s eighth
5. Kt. from B.'s sixth to K.'s fourth or K. Kt.'s fourth	5. P. advances two (*f*)
6. Kt. to K. B.'s second (check)	6. K. to Kt.'s eighth
7. Kt. to R.'s third (check)	7. K. to R.'s eighth
8. Kt. to K. B.'s fourth	8. K. to Kt.'s eighth
9. Kt. to K.'s second (check)	9. K. to R.'s eighth
10. Kt. from K.'s third to B.'s sq.	10. P. one (check)
11. K. to his B.'s second	11. P. one
12. Kt. from K.'s second to Kt.'s third (MATE).	

No. 30.

White.	*Black.*
1. Q. to her R.'s fourth (check)	1. K. to his B.'s square
2. Q. Kt. to Q.'s seventh (check)	2. K. to his square
3. Q. Kt. to K.'s fifth (discov. check)	3. K. to B.'s square
4. R. to Q. Kt.'s fifth (discov. check)	4. K. to his square
5. R. to Q. B.'s fifth (discov. ch.)	5. K. to B.'s square
6. R. to Q. B.'s sixth (discov. ch.)	6. K. to his square
7. R. to Q.'s sixth (discov. ch.)	7. K. to B's square
8. R. to Q.'s seventh (discov. ch.)	8. K. to his square
9. R. to K.'s seventh (double ch.)	9. K. to B.'s square
10. Q.'s Kt. to K. Kt.'s sixth (check)	10. Q. takes Kt.
11. Q. to K.'s eighth (check)	11. Q. takes Q.
12. R. takes Q. (double check)	12. K. takes R.
13. K. B.'s P. one (check) (MATE).	

No. 31.

White.	*Black.*
1. B. to Q.'s fifth (check)	1. B. takes B.
2. R. to K. Kt.'s eighth (check)	2. B. takes R.
3. Kt. to Q. B.'s sixth, and MATES with the Pawn next move.	

No. 32.

White.	*Black.*
1. Q. takes K. Kt.'s P. (check)	1. K. takes Q.
2. Kt. to Q.'s fifth (discov. check)	2. K. to his Kt.'s square (best)
3. Kt. to K. B.'s sixth (check)	3. K. to his R. square
4. Kt. to K. Kt.'s fourth (discov. check)	4. K. to R.'s second; or (A)
5. Kt. from R.'s third, to Kt.'s fifth (check)	5. K. to his Kt.'s square
6. Kt. takes R.'s P. (check) (MATE).	

(A)

White.	*Black.*
4. Kt. to K. Kt.'s fourth (discov. check)	4. K. to Kt.'s square
5. Kt. takes R.'s P. (check)	5. K. to R.'s second
6. Kt. from R.'s third, to Kt.'s fifth (check) (MATE.)	

No. 33.

White.	*Black.*
1. R. takes K. R.'s P. (check)	1. K. takes R. (best)
2. Kt. to K. B.'s eighth (check)	2. K. to R.'s square
3. Q. to K. R.'s sixth (check)	3. P. takes Q.
4. B. takes K.'s P. (check) (MATE).	

No. 34.

White.	*Black.*
1. R. takes Kt. (discov. check)	1. R. takes Q.
2. R. takes K.'s P. (check)	2. R. takes R.
3. R. takes Q.'s P. (check)	3. B. takes R.
4. Q. B.'s P. one (discov. check)	4. B. takes B.
5. Kt. to Q.'s third (check) (MATE).	

No. 35.

A valued contributor has favoured us with a solution of this Problem, in *five* moves.

White.	*Black.*
1. Q. to Q. R.'s seventh (check)	1. K. to B.'s second
2. Q. takes B. (check)	2. K. to Q.'s third

White.	*Black.*
3. Q. to her fifth (check)	3. K. to B.'s second
4. Q. to her B.'s sixth (check)	4. K. to Kt.'s square
5. Q. takes Kt. (check) (MATE).	

No. 36.

White.	*Black.*
1. Q. Kt.'s P. one (check)	1. K. to Q. Kt.'s square
2. B. to K. B.'s fourth (check)	2. R. to Q. B.'s second
3. K. to his Kt.'s sixth	3. K. R.'s P. one
4. B. to K.'s fifth	4. R.'s P. one
5. K. to K. R.'s seventh	5. K. Kt.'s P. two (discov. check) (best)
6. K. to Kt.'s eighth	6. R.'s P. one
7. K. to B.'s eighth	7. R.'s P. one
8. B. takes R.'s P.	8. Kt.'s P. one
9. B. to K.'s fifth	9. Kt.'s P. one
10. K. to his eighth	10. Kt.'s P. one
11. K. to Q.'s eighth	11. Kt.'s P. one becoming a Queen
12. B. takes R. (check) (MATE).	

No. 37.

White.	*Black.*
1. Q.'s R. to K.'s eighth (check)	1. R. interposes (discov. check)
2. K.'s R. to K. B.'s third (discov. check)	2. Kt. to K.'s fourth (best)
3. Q.'s R. takes R. (check)	3. Q. takes Q.'s R.
4. B. takes Kt. (check)	4. Q. interposes
5. R. to K. B.'s eighth (check)	5. B. interposes
6. R. takes B. (check) (MATE).	

No. 38.

Through an error in the diagram from whence this Problem was copied, Black's King and Pawn are incorrectly placed: the following is the proper position of the pieces.

White.	*Black.*
1. K. at Q. B.'s square	1. K. at Q. R.'s fourth
2. B. at K. B.'s second	2. Pawn at Q. R.'s third
3. Kt. at Q.'s fourth	
4. Pawns at Q. B.'s fourth, and Q. R.'s second	

The Mate is given thus :—

White.	*Black.*
1. Kt. to Q. B.'s sixth (check)	1. K. to Q. R.'s fifth
2. B. to Q. B.'s fifth	2. P. one
3. B. to Q. Kt.'s fourth	3. P. takes B.
4. K. to Q. Kt.'s second	4. P. one
5. Q. R.'s P. takes P. (check) (MATE).	

No. 39.

White.	*Black.*
1. K. to his sixth	1. K. to his Kt.'s square
2. R. to K. B.'s fourth	2. K. to R.'s square
3. Q. to her B.'s third (check)	3. K. to Kt.'s square
4. K. Kt. P. one	4. P. takes P.
5. R. to K. B.'s seventh	5. P. one
6. R. P. one (check) (MATE).	

No. 40.

White.	*Black.*
1. Q. to Q. R.'s eighth (check)	1. K. to Q.'s sixth
2. K. B. to Q. Kt.'s square (ch.)	2. K. to Q. B.'s sixth
3. Kt. to Q.'s square (check)	3. K. to Q. Kt.'s sixth
4. K. B. to Q. R.'s second (ch.)	4. K. to Q. R.'s sixth
5. R. to K. R.'s third (check)	5. B. interposes
6. Q. B. to K.'s third (discov. ch.)	6. B. takes Q.
7. Q. B. to Q. B.'s square (discov. check)	7. B. interposes.
8. K. B. to Q. B.'s fourth (discov. check) (MATE).	

No. 41.

White.	*Black.*
1. K. B. to Q. Kt.'s fifth (discov. check.)	1. K. to Q. Kt.'s eighth
2. K. B. to his square (discov. check)	2. Q. to Q. Kt.'s second
3. Q. to Q. R.'s second (check)	3. K. to B.'s eighth
4. R. to Q. B.'s sixth (check)	4. Q. takes R.
5. Q. B. to K. R.'s sixth (check)	5. Q. takes Q.'s B.
6. Q. to her second (check)	6. Q. takes Q. giving CHECK-(MATE).

No. 42.

White.	*Black.*
1. Kt. to K. B.'s second	1. K. to R.'s fourth (best)
2. Kt. from B.'s second, to Kt.'s fourth	2. K. to R.'s fifth
3. K. to his Kt.'s sixth	3. K. to his Kt.'s sixth
4. K. to Kt.'s fifth	4. K. to Kt.'s seventh
5. K. to B.'s fourth	5. K. to R.'s eighth (best)
6. K. to B.'s third	6. K. to Kt.'s eighth
7. K. to Kt.'s third	7. K. to R.'s eighth
8. Kt. from R.'s second, to K. B.'s third	8. P. one
9. Kt. to K. B.'s second (check) (MATE).	

No. 43.

White.	*Black.*
1. Q. Kt.'s P. two	1. P. takes Kt.
2. Kt.'s P. one (check)	2. K. to Q. R.'s fourth
3. Q. R.'s P. one	3. Q. R.'s P. one
4. Kt.'s P. one	4. Q. B.'s P. takes P.
5. Q.'s P. one	5. P. one
6. K. to Q. B.'s fifth	6. P. one
7. R.'s P. takes P. (check) (MATE).	

No. 44.

Black.	*White.*
1. K. takes P. (discov. check)	1. K. to R.'s second (best)
2. K. to Q. Kt.'s fifth	2. K. to R.'s square
3. K. to Kt.'s sixth	3. P. takes P.
4. K. to B.'s fifth	4. P. takes P.
5. K. to Q.'s fourth	5. P. takes P.
6. K. to K.'s fifth	6. K. to Kt.'s square
7. K. takes P. (discov. check)	7. K. to R.'s square
8. K. to Q.'s fourth (discov. ch.) (MATE).	

No. 45.

White.	*Black.*
1. K. to his fifth	1. K. to his Kt.'s square
2. Q. to her eighth (check)	2. K. to B.'s second
3. P. to K. R.'s fifth	3. P. takes P.
4. Q. to K. B.'s eighth (check)	4. K. to Kt.'s third
5. Q. to K. B.'s fourth	5. P. one
6. Q. to K. B.'s fifth (check)	6. K. to R.'s fourth
7. K. Kt.'s P. one (discov. check)	7. K. takes R.'s P.
8. B. to Q.'s second (check)	8. K. to Kt.'s second
9. Q. to K. B.'s seventh (check)	9. K. to R.'s square
10. K. Kt.'s P. one (check) (MATE).	

No. 46.

White.	*Black.*
1. R. to Q.'s fifth (check)	1. Kt. takes R.
2. Q. to Q. B.'s sixth (check)	2. K. takes Kt. (best)
3. Kt. to K. B.'s third (check)	3. K. takes K.'s P.
4. Q. to Q. B.'s second (check)	4. K. takes Kt.
5. Q. to K. Kt.'s second (check) (MATE).	

No. 47.

White.	*Black.*
1. Q. to K. R.'s sixth (check)	1. K. to Kt.'s fifth
2. K. R.'s P. one (check)	2. K. to B.'s fourth

No. 39.

White.	*Black.*
1. K. to his sixth	1. K. to his Kt.'s square
2. R. to K. B.'s fourth	2. K. to R.'s square
3. Q. to her B.'s third (check)	3. K. to Kt.'s square
4. K. Kt. P. one	4. P. takes P.
5. R. to K. B.'s seventh	5. P. one
6. R. P. one (check) (MATE).	

No. 40.

White.	*Black.*
1. Q. to Q. R.'s eighth (check)	1. K. to Q.'s sixth
2. K. B. to Q. Kt.'s square (ch.)	2. K. to Q. B.'s sixth
3. Kt. to Q.'s square (check)	3. K. to Q. Kt.'s sixth
4. K. B. to Q. R.'s second (ch.)	4. K. to Q. R.'s sixth
5. R. to K. R.'s third (check)	5. B. interposes
6. Q. B. to K.'s third (discov. ch.)	6. B. takes Q.
7. Q. B. to Q. B.'s square (discov. check)	7. B. interposes.
8. K. B. to Q. B.'s fourth (discov. check) (MATE).	

No. 41.

White.	*Black.*
1. K. B. to Q. Kt.'s fifth (discov. check.)	1. K. to Q. Kt.'s eighth
2. K. B. to his square (discov. check)	2. Q. to Q. Kt.'s second
3. Q. to Q. R.'s second (check)	3. K. to B.'s eighth
4. R. to Q. B.'s sixth (check)	4. Q. takes R.
5. Q. B. to K. R.'s sixth (check)	5. Q. takes Q.'s B.
6. Q. to her second (check)	6. Q. takes Q. giving CHECK-(MATE).

No. 42.

White.	*Black.*
1. Kt. to K. B.'s second	1. K. to R.'s fourth (best)
2. Kt. from B.'s second, to Kt.'s fourth	2. K. to R.'s fifth
3. K. to his Kt.'s sixth	3. K. to his Kt.'s sixth
4. K. to Kt.'s fifth	4. K. to Kt.'s seventh
5. K. to B.'s fourth	5. K. to R.'s eighth (best)
6. K. to B.'s third	6. K. to Kt.'s eighth
7. K. to Kt.'s third	7. K. to R.'s eighth
8. Kt. from R.'s second, to K. B.'s third	8. P. one
9. Kt. to K. B.'s second (check) (MATE).	

No. 43.

White.	*Black.*
1. Q. Kt.'s P. two	1. P. takes Kt.
2. Kt.'s P. one (check)	2. K. to Q. R.'s fourth
3. Q. R.'s P. one	3. Q. R.'s P. one
4. Kt.'s P. one	4. Q. B.'s P. takes P.
5. Q.'s P. one	5. P. one
6. K. to Q. B.'s fifth	6. P. one
7. R.'s P. takes P. (check) (MATE).	

No. 44.

Black.	*White.*
1. K. takes P. (discov. check)	1. K. to R.'s second (best)
2. K. to Q. Kt.'s fifth	2. K. to R.'s square
3. K. to Kt.'s sixth	3. P. takes P.
4. K. to B.'s fifth	4. P. takes P.
5. K. to Q.'s fourth	5. P. takes P.
6. K. to K.'s fifth	6. K. to Kt.'s square
7. K. takes P. (discov. check)	7. K. to R.'s square
8. K. to Q.'s fourth (discov. ch.) (MATE).	

No. 45.

White.	*Black.*
1. K. to his fifth	1. K. to his Kt.'s square
2. Q. to her eighth (check)	2. K. to B.'s second
3. P. to K. R.'s fifth	3. P. takes P.
4. Q. to K. B.'s eighth (check)	4. K. to Kt.'s third
5. Q. to K. B.'s fourth	5. P. one
6. Q. to K. B.'s fifth (check)	6. K. to R.'s fourth
7. K. Kt.'s P. one (discov. check)	7. K. takes R.'s P.
8. B. to Q.'s second (check)	8. K. to Kt.'s second
9. Q. to K. B.'s seventh (check)	9. K. to R.'s square
10. K. Kt.'s P. one (check) (MATE).	

No. 46.

White.	*Black.*
1. R. to Q.'s fifth (check)	1. Kt. takes R.
2. Q. to Q. B.'s sixth (check)	2. K. takes Kt. (best)
3. Kt. to K. B.'s third (check)	3. K. takes K.'s P.
4. Q. to Q. B.'s second (check)	4. K. takes Kt.
5. Q. to K. Kt.'s second (check) (MATE).	

No. 47.

White.	*Black.*
1. Q. to K. R.'s sixth (check)	1. K. to Kt.'s fifth
2. K. R.'s P. one (check)	2. K. to B.'s fourth

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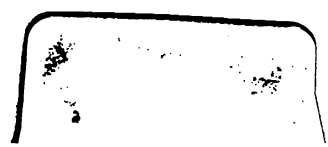
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